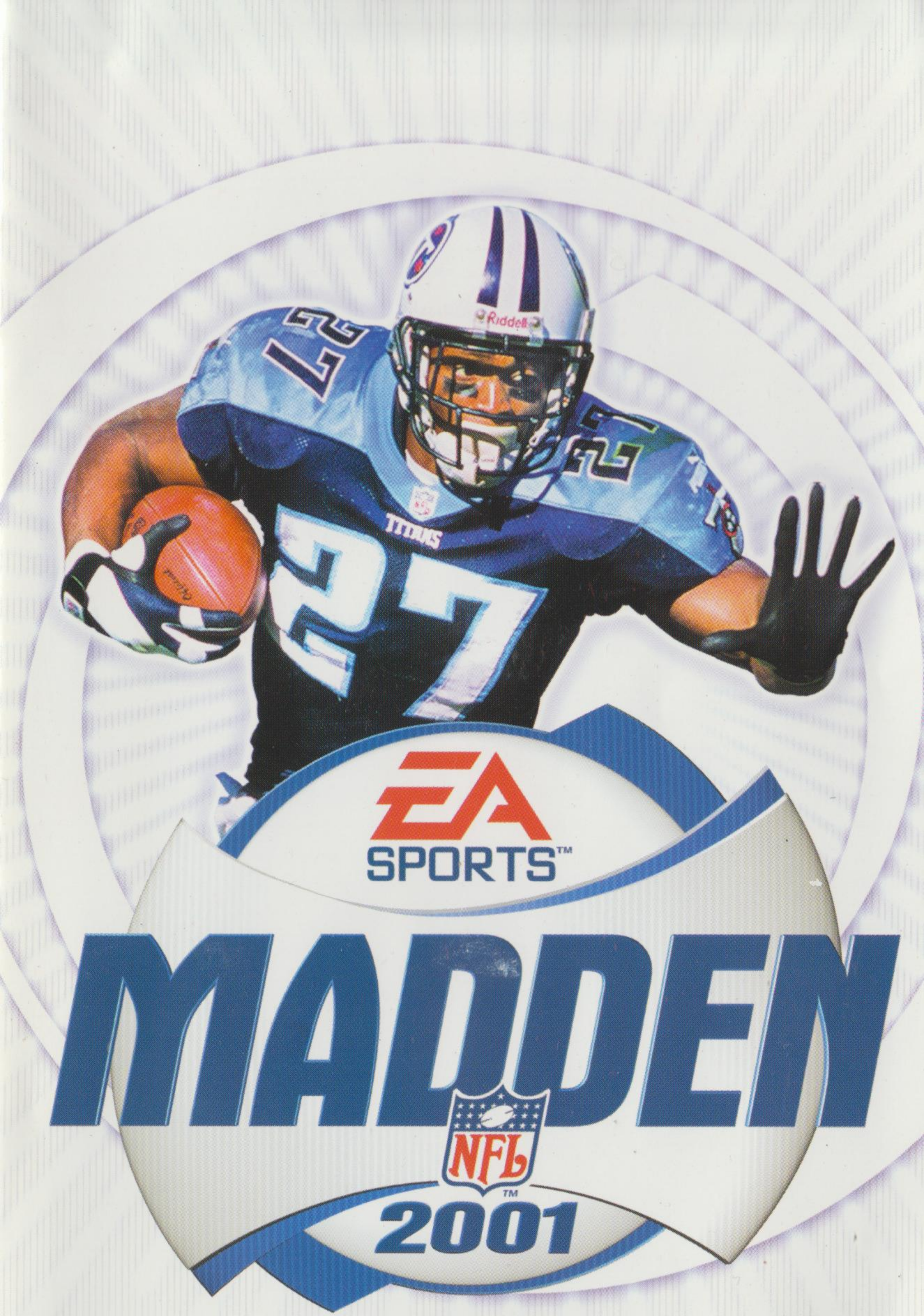

MADDEN

NFL™ 2001

PLAYERS INC®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system.Never use this disc on any other system,as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc,do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc,a cracked or warped disc,or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health,be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room,sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition.Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play:dizziness, altered vision,muscle twitching,other involuntary movements, loss of awareness of your surroundings, mental confusion,and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50021

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 143KB minimum • Multitap (for Playstation®2) adaptable: 1-5 Players (6-8 Players = second multitap required) • Analog Control Compatible: all buttons • Vibration Function Compatible

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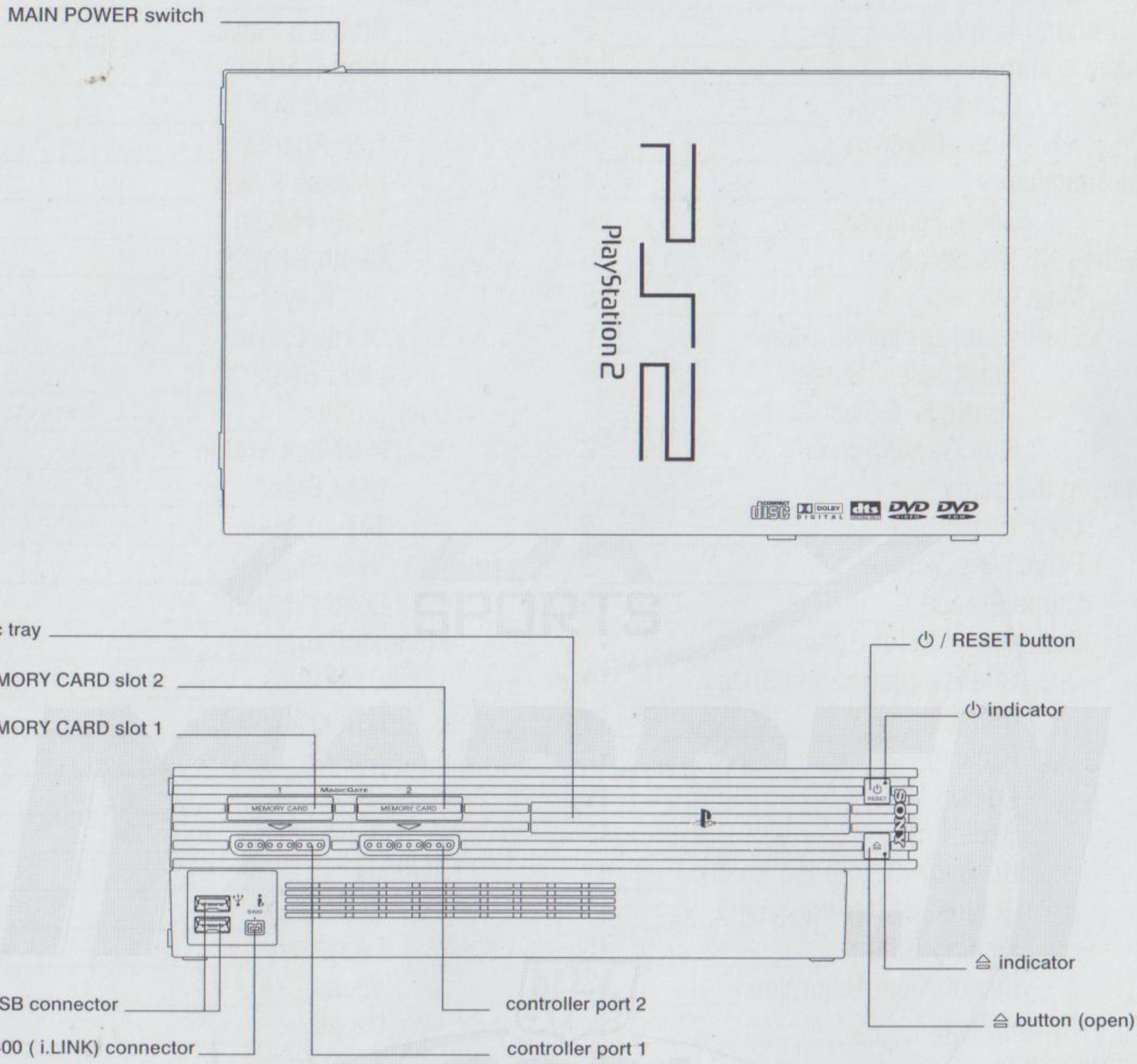
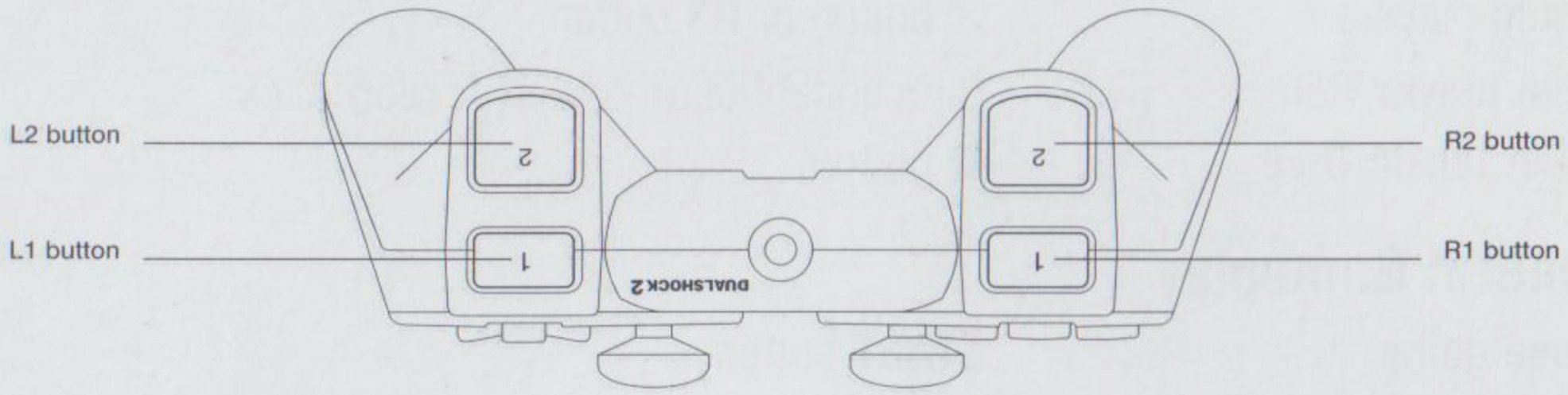
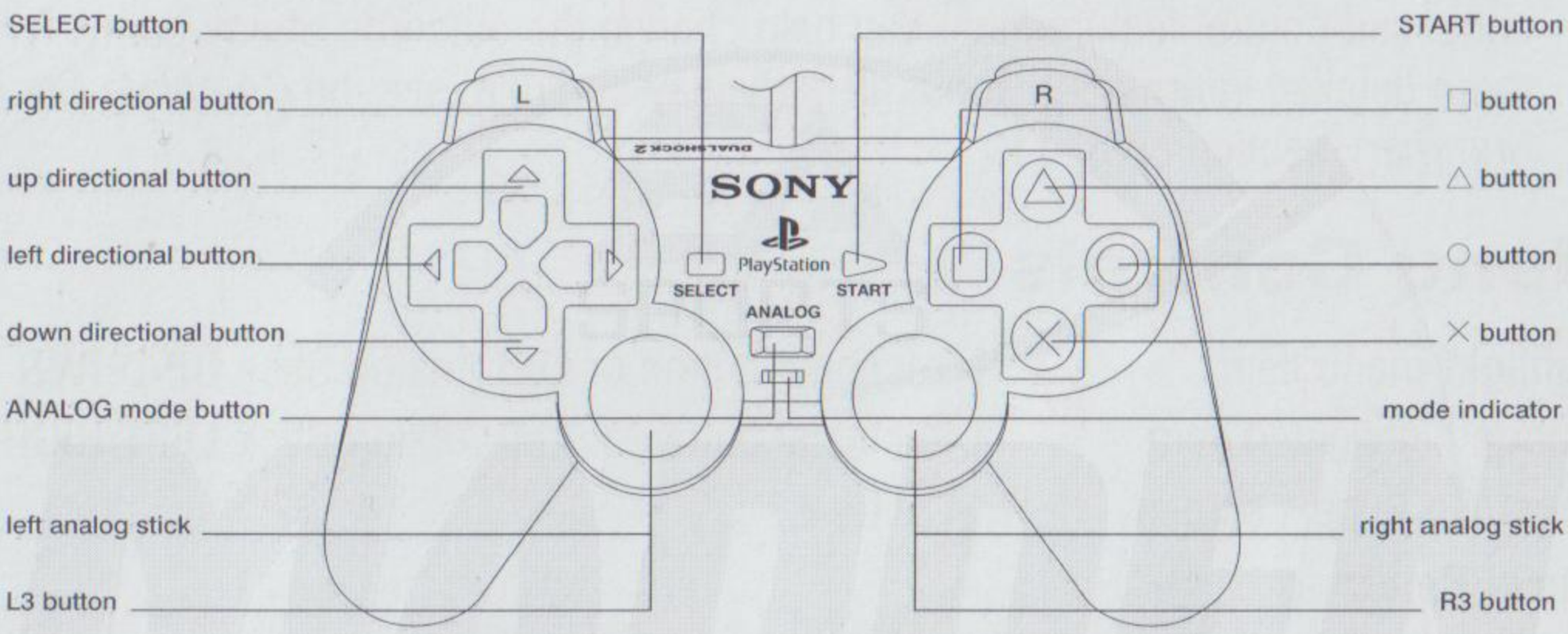
GETTING STARTED



Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻ RESET button. When the power indicator turns green, press the ⏏ Button to open the disc tray. Place the ***Madden NFL™ 2001*** disc on the disc tray with the label side facing up. Press the ⏏ Button again to close the disc tray. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing *Madden NFL 2001*.

COMMAND REFERENCE





BASIC CONTROLS

Learn these basic *Madden NFL 2001* controls and get "in the game."

Game Controls

Play Selection

Cycle **sets** and **formations**	Directional button or Left Analog Stick
Select **sets** and **formations**	× button or **R3** button
Select play	Directional button or Left Analog Stick **UP/DOWN** and then ■ button, × button or ● button

Kicking

Start kick meter/**Kick** the ball	× button or **R3** button

Offense

Snap the ball	× button or **R3** button

Passing

View available receivers	× button
Throw the ball	× button, ■ button, ● button, **L1** button or **R1** button

Move player/Run	Directional button or Left Analog Stick

Defense

Switch players	× button or **R3** button
Move player/Run	Directional button or Left Analog Stick
Power **tackle/Dive**	■ button

General Gameplay

Pause game	**START** button
Call **timeout**	**SELECT** button

Note: In addition to these basic moves, *Madden NFL 2001* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about all gameplay controls, see the *Complete Control Summary* section on p. 11.

Menu Controls

Highlight menu item	Directional button or Left Analog Stick **UP/DOWN**
Change highlighted item	Directional button or Left Analog Stick **LEFT/RIGHT**
Select/Go to next screen	× button
Cancel/Return to previous screen	▲ button
Help menu	■ button

INTRODUCTION

The king of the video gridiron comes to life for the first time on the PlayStation 2 console... EA SPORTS™ is proud to present *Madden NFL 2001*. With legendary Madden gameplay and eye-popping, in-your-face graphics, experience all the speed, power and emotion of the National Football League. This is Madden. This is American football.

Game Features:

Real NFL Player Models - Accurate player sizes with position-specific accessories including different facemasks, eye black, turf tape, gloves and more.

Real NFL Emotion - Authentic facial expressions let you stare into the eyes of a blitzing linebacker and experience the concentration of a diving receiver. *Madden NFL 2001* puts YOU on the field.

Real NFL Coaches - With their signature playbooks, unique play styles and actual voices, NFL coaches pace the sidelines, jaw with officials, slam clipboards and more.

Real Madden Style - Compete for in-game Madden Cards that unlock hidden players, stadiums and power-ups. Then trade or risk Madden Cards to get the extra edge.

Real Old School Teams and Players - Fifty of the NFL's greatest players and every All-Madden team plus old-school teams with old-school uniforms and old-school attitude.

Real Football AI - Tested by NFL players, *Madden* takes NFL gameplay to another level with the toughest AI on the PlayStation 2 computer entertainment system.

For more info about *Madden NFL 2001* and other titles, check out EA SPORTS on the web at www.easports.com.

SETTING UP THE GAME

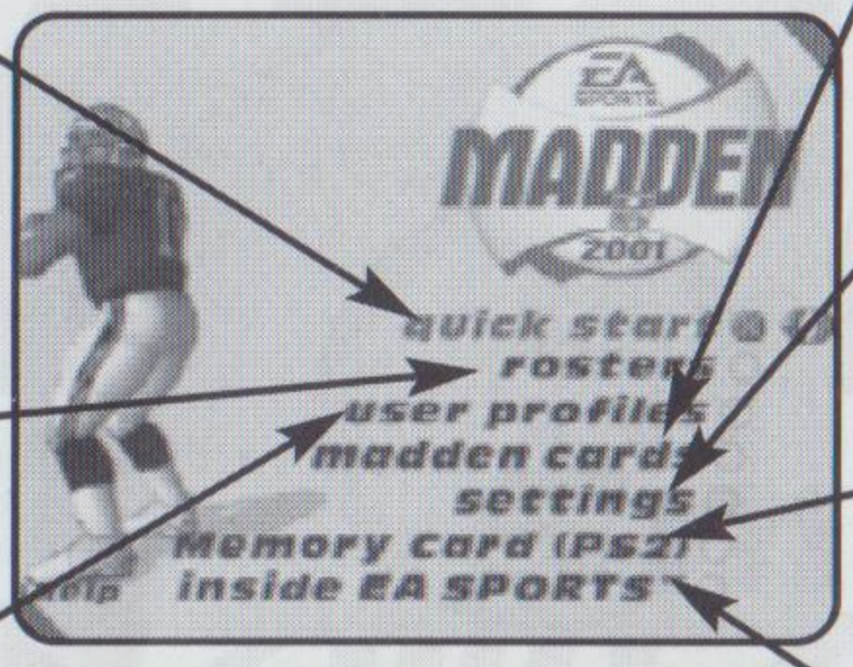
Main Menu

From the Main menu, you can choose the type of game you want to play or access a variety of game options. From playing an Exhibition game to running a Franchise, the power of *Madden NFL 2001* begins here.

Game Modes: Quick Start a game, Play an Exhibition game, create a Season, operate a Franchise or run a Practice (see the *Starting an Exhibition Game* section on p. 6 or the *Game Modes* section on p. 16)

Rosters: Create players, view team rosters and depth charts, and trade and release players (see the *Rosters* section on p. 24)

User Profile: Create a player profile, set audibles, view user stats and adjust user settings (see the *User Profile* section on p. 28)



Madden Cards: Check out your challenge status, view and trade cards (see the *Madden Cards* section on p. 29)

Settings: Adjust the controller, customise AI, set sound options and more (see the *Settings* section on p. 32).

MEMORY CARD (8MB) (for PlayStation 2: Save and Load games (see the *Saving, Loading and Deleting* section on p. 34)

Inside EA SPORTS: Get a Season Preview™ and view game credits

Note: Default options are listed in **bold** in this manual.

Starting an Exhibition Game

Play an Exhibition game between any two teams. Play four quarters of smash-mouth football against your toughest division rival or take on other league favorites. All 31 NFL teams plus classic teams from the past, all-time teams and NFL Europe teams are represented.

Quick Start

If you want to skip all the pre-game activities of an Exhibition game, such as game setup and team select, **Quick Start** a game featuring the Rams and the Titans and get on the field and play.

To play a Quick Start game:

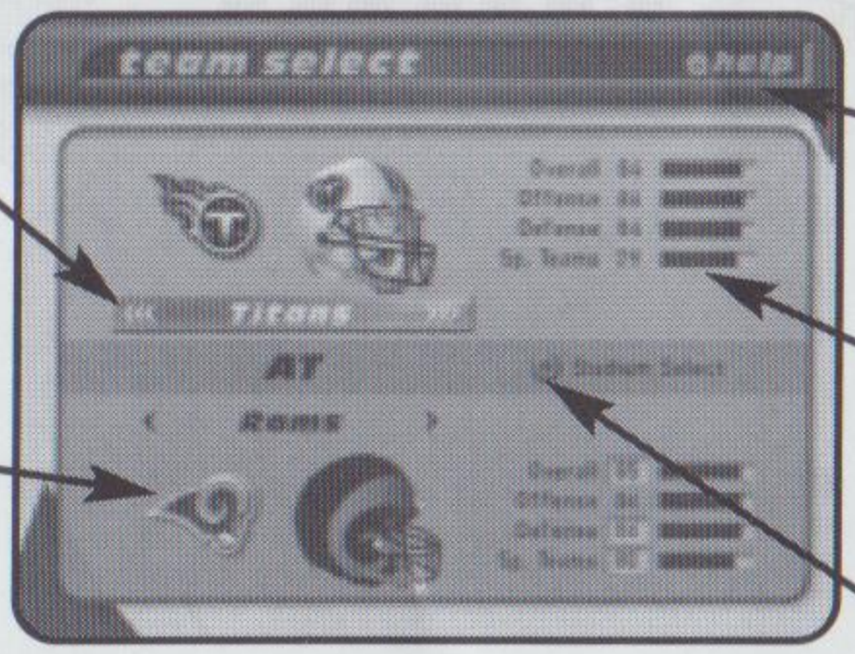
From the Main menu, select QUICK START and press the × button. The Controller Select screen appears. Move your controller to the Home or Away team and press the × button. Highlight PLAY GAME and press the × button again. The teams take the field and the game begins. For more information on gameplay, see the *Playing the Game* section on p. 9.

To start an Exhibition game:

- From the first list of Game modes at the Main menu, scroll to EXHIBITION and press the × button. The Team Select screen appears.

Team Select Screen

Select the away and home teams for the game as well as the stadium that the game is played in. You can also change the time of day and the weather conditions.



Directional button **LEFT/RIGHT** to select the Away team

Directional button **LEFT/RIGHT** to select the Home team

Access Help menu

Team ratings

Select Stadium (and game conditions)

Away and Home Teams

Toggle the Away and Home team buttons (Directional button **LEFT/RIGHT**) and view the list of available teams. The team's logo and helmet appears on the Team Select screen once it has been selected.

Scouting Report

These statistical bars display the ratings for the home and away teams. Use this to help determine which teams make good match ups.

Stadium Select (Weather and Time of Day)

Play your game at any NFL stadium throughout the league. From here, you can also select the time of day that the game will be played. Play a game during the **DAY**, AFTERNOON, DUSK or under the lights at NIGHT. You may also select the weather conditions for the game.

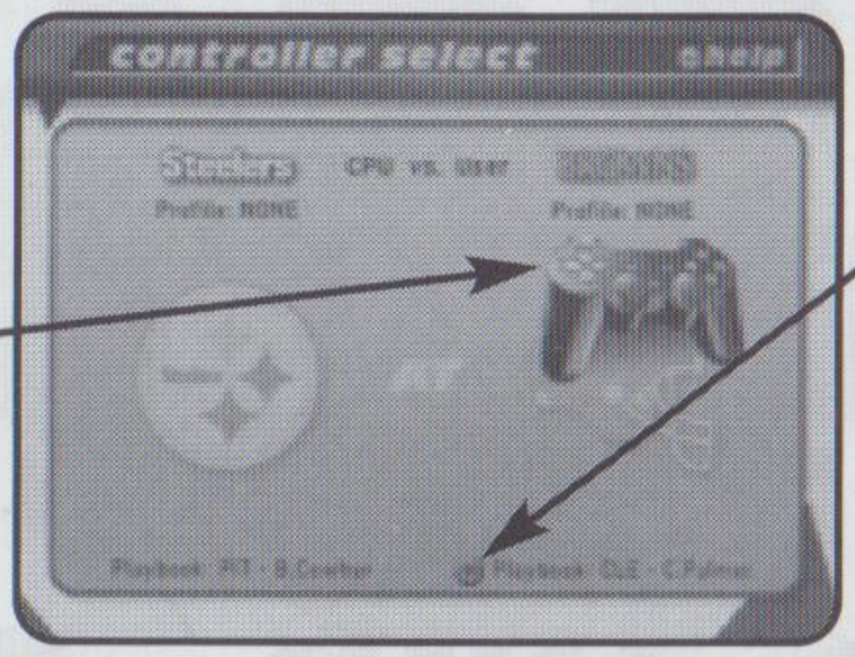
- To reach the Stadium Select screen, press the ● button from the Team Select screen.

  Note: If your game is played in a dome stadium, you can't adjust the weather conditions.

  ***EA* Tip**: To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.
- To reach the playing field, continue through the Controller Select screen (press the × button to reach the Controller Select screen) after your teams are selected.
- To return to the Main menu from the Controller Select screen, press the ▲ button.

Controller Select Screen

The Controller Select screen is where you select a team to control in the game. From here, you can also select a playbook.


controller select
To choose a team, Directional button **LEFT/RIGHT** and position the controller icon under your desired team
Press the ● button to select a coaches playbook

Playbooks

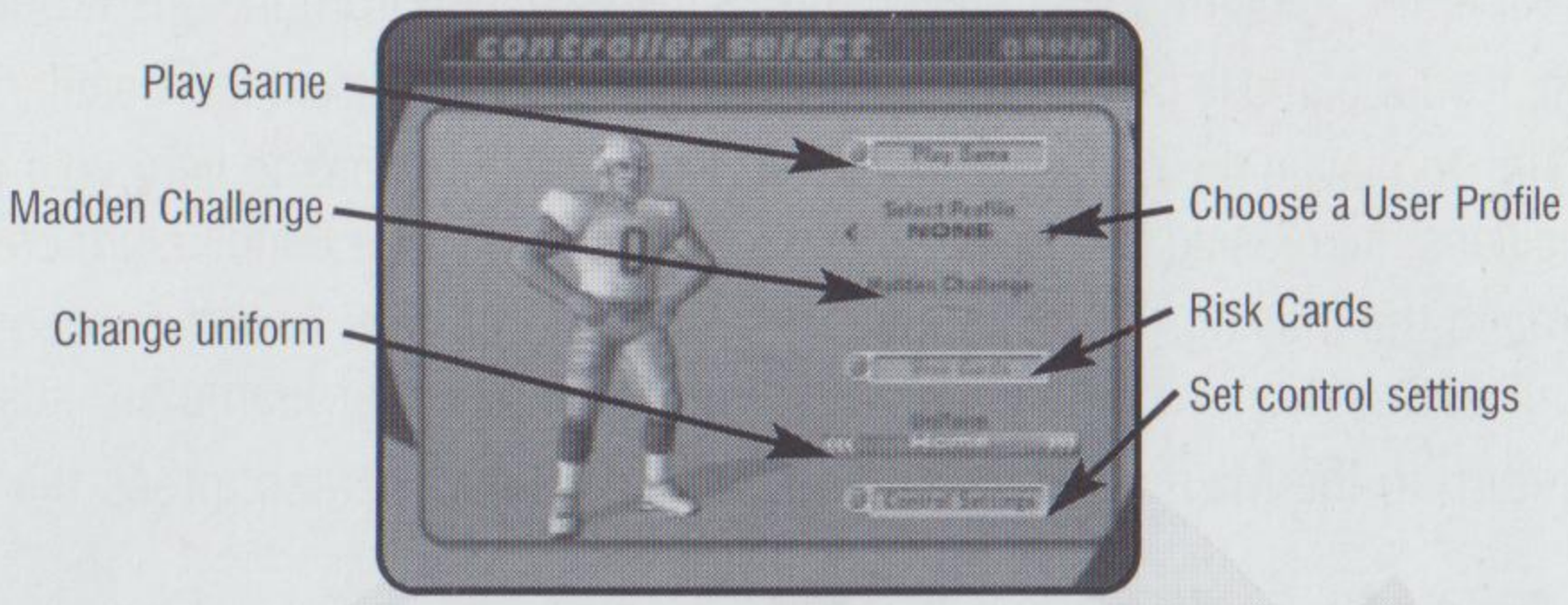
Select from a list of team playbooks in *Madden NFL 2001*. You can choose from any of the 31 true team playbooks as well as generic offensive playbooks.

* From the Controller Select screen, press the × button to continue the Play Game screen.

Note: When running a CPU vs. CPU game, you'll skip the Play Game screen and head straight to the field.

Play Game Screen

From the Play Game screen, get on the field and play. But before you go, you have the option to select your team Uniform, select a User Profile, take the Madden Challenge, risk Madden cards and adjust your control settings.



Select Profiles

You can attach an active User Profile to both the away and home teams. If an active User Profile is associated with a team during a game, the computer will keep track of the user's statistics. You can view the statistics at the end of a game from the User Profiles menu.

Madden Challenge

Turn Madden Challenge **ON**/OFF. You will earn tokens for completing a variety of tasks of varying difficulty. These tokens can then be used to purchase a pack of cards.

Risk Cards

Risk Cards allows you and your opponent to risk the chosen cards on the current game. For more information on Risking Cards, see the *Madden Cards* section on p. 29.

Uniform

Select the jersey the home team will wear during the game. This list also includes throwback uniforms from the past. The away team will wear the opposite jersey type to that selected by the home team.

Control Settings

Select from one of four controller configurations. You can also turn **ON**/OFF the vibration function of the Analog (DUAL SHOCK) controller from here.

- To reach the field, Highlight PLAY GAME and press the × button.

PLAYING THE GAME

After all the pre-game adjustments, the players meet midfield for the coin toss.

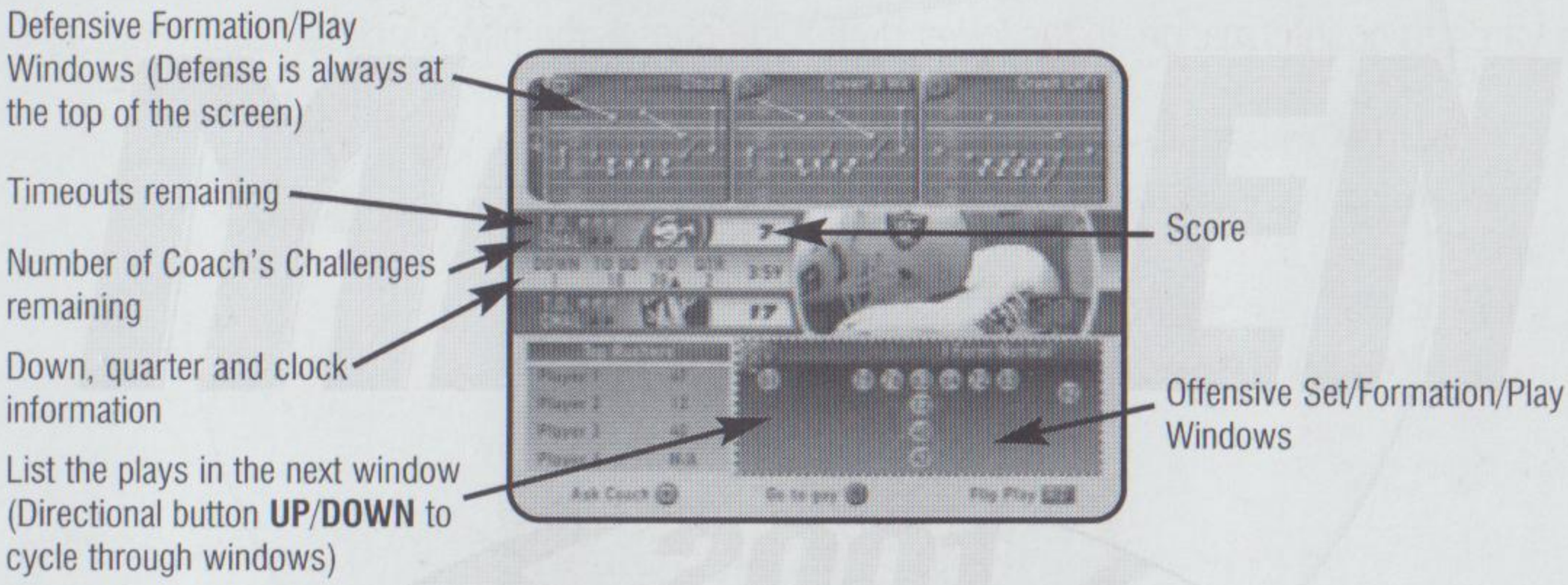
Coin Toss

* Before the Coin Toss, the scouting report and playing conditions are displayed. To bypass this screen, press the × button.

The winner of the toss may choose to kick, receive or defend a goal; the loser picks from the remaining choices.

Playcalling Screen

Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football. From the Playcalling Screen, select the plays for your controlled team. From here, you can also see how much time is left on the clock, how many timeouts your team has, how many yards you need for a first down and the score of the game.


Defensive Formation/Play Windows (Defense is always at the top of the screen)
Timeouts remaining
Number of Coach's Challenges remaining
Down, quarter and clock information
List the plays in the next window (Directional button **UP**/**DOWN** to cycle through windows)
Score
Offensive Set/Formation/Play Windows

To select an offensive or defensive play:

1. Use the Directional button or Left Analog Stick to select a formation and set, then press the × button.
2. To select the desired play, press the ■ button, the × button or the ● button.

- To go back to the previous window, press the ▲ button.
- Running plays are identified by green borders and passing plays are identified by blue borders.
- To flip plays, press the **R2** button.
- To call a play from the header below the selection window, press the **L2** button + the ■ button, the × button or the ● button. To call a play from the header above, press the **L1** button + the ■ button, the × button or the ● button.
- To ask for coaching assistance on your next play, press the ■ button.
- To choose plays designed for your Go To Guy, press the ● button, then use the Directional button or Left Analog Stick to scroll through your list of Go To Guys. Press the × button to view a list of plays featuring that player.

- Once the play is called, the offense goes to the line of scrimmage and the game continues.

  Note: After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

  ***EA* Tip**: When running a hurry-up offense, hold the ▲ button immediately at the end of a play (after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage and repeats the previous play. If you want your quarterback to spike the ball, hold the ● button to run a Stop Clock play.

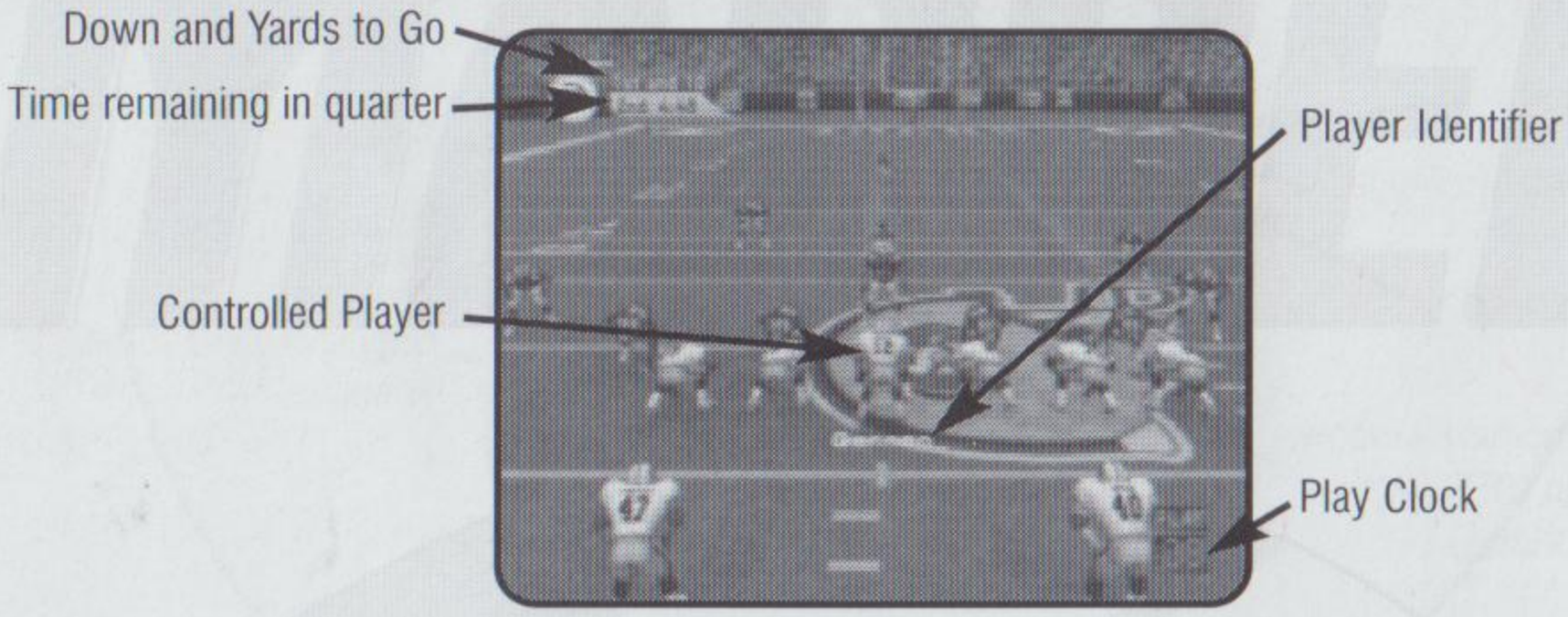
To select a Special Teams play:

1. Use the Directional button to highlight SPECIAL TEAMS and press the × button.
2. Select the desired play, then press the ■ button, the × button or the ● button.

- To learn how to kickoff, kick PAT's and punt, see the *Kicking Game* section on p. 13.

Game Screen

In the top left hand corner of the game screen, the game clock is displayed, along with down and yards to go information. In the lower right hand corner, the play clock is displayed.



- If your player is off-screen, an arrow the same colour as your control indicator points toward him from the edge of the screen. Hold the Directional button in the opposite direction of the arrow to bring the player onscreen.

Complete Control Summary

Note: You can play *Madden NFL 2001* in Analog mode. When **ON**, a red light illuminates from the Mode Indicator on your controller.

Offense (Before the Snap)

Coach's Cam (View receiver routes)	**R2** button + Directional button or Left Analog Stick
Fake snap	● button
Call an **audible**	■ button and then ■ button, × button, ● button, **L1** button, or **R1** button
Flip play	■ button + **R2** button
Move **receiver in motion** (when available)	Directional button or Left Analog Stick **LEFT/RIGHT**
Crowd control	**L2** button
Pan camera	**R1** button + Directional button or Left Analog Stick
Snap the ball	× button or **R3** button

- To cancel an audible at the line of scrimmage, press the ■ button + the **L2** button to run the original play.

To call a Hot Route:

1. Press the ▲ button at the line of scrimmage, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, Directional button **UP** to send him on a fly pattern, Directional button **DOWN** for a curl pattern, or Directional button **LEFT/RIGHT** to run an in/out pattern. (You may use the Left Analog Stick to change the receiver's route).

To call man in motion:

1. While at the line of scrimmage, Directional button or Left Analog Stick **UP** or **DOWN** to highlight the receiver that you want to put in motion.
2. Press the Directional button or Left Analog Stick **LEFT/RIGHT** to set the selected receiver in motion.

Running

Move player/Run	Directional button or Left Analog Stick
Sprint	× button
Dive/QB **slide**	■ button
Jump/Hurdle	▲ button or Right Analog Stick **UP**
Spin	● button or Right Analog Stick **DOWN**
Juke left/right	**L1** button / **R1** button
Stiff arm left/right	**L2** button / **R2** button or Right Analog Stick **LEFT/RIGHT**

Passing

View **available receivers**	× button (after the snap)
Pass to the receiver with corresponding control symbol	× button, ■ button, ● button, **L1** button or **R1** button
Throw ball away	▲ button + **L2** button (while passing icons are up)
Toggle passing icons OFF/ON	▲ button
Route-based passing	**L2** button + receiver symbol
Pump fake	**R2** button + receiver symbol

Analog Passing

Select receiver	Right Analog Stick (in the direction of the receiver)
Pass the ball	**R3** button

- To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.
- To throw a route-based pass, hold the **L2** button and press the button of the receiver you want to throw to.
- On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

  ***EA* TIP**: If your quarterback is under heavy pressure, press the ▲ button while he's still in the pocket and scramble for yardage. During your run, you can press the ▲ button again to bring up the passing symbols. However, once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

Receiving

Control intended receiver	× button or **R3** button (while ball is airborne)
Dive for pass	■ button
Jump for pass	▲ button or Right Analog Stick UP

Defense (Before the Snap)

Cycle through defenders	× button, ● button or **L3** button
Reposition player	Directional button or Left Analog Stick
Defensive line shift	**L1** button / **R1** button
Coverage audibles	▲ button then ■ button, × button or ● button
Call an audible	■ button, then ■ button, × button, ● button, **L1** button or **R1** button
Pump up crowd	**L2** button

***EA* TIP**: Coverage Audibles allow you to change the logic of the cornerbacks at the line of scrimmage. There are three levels of coverage audibles: The first (■ button) puts the cornerbacks into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second (● button) puts the cornerbacks 3-5 yards off the ball in loose coverage and the third (× button) puts the cornerbacks back into the original play logic.

Defense (After the Snap)

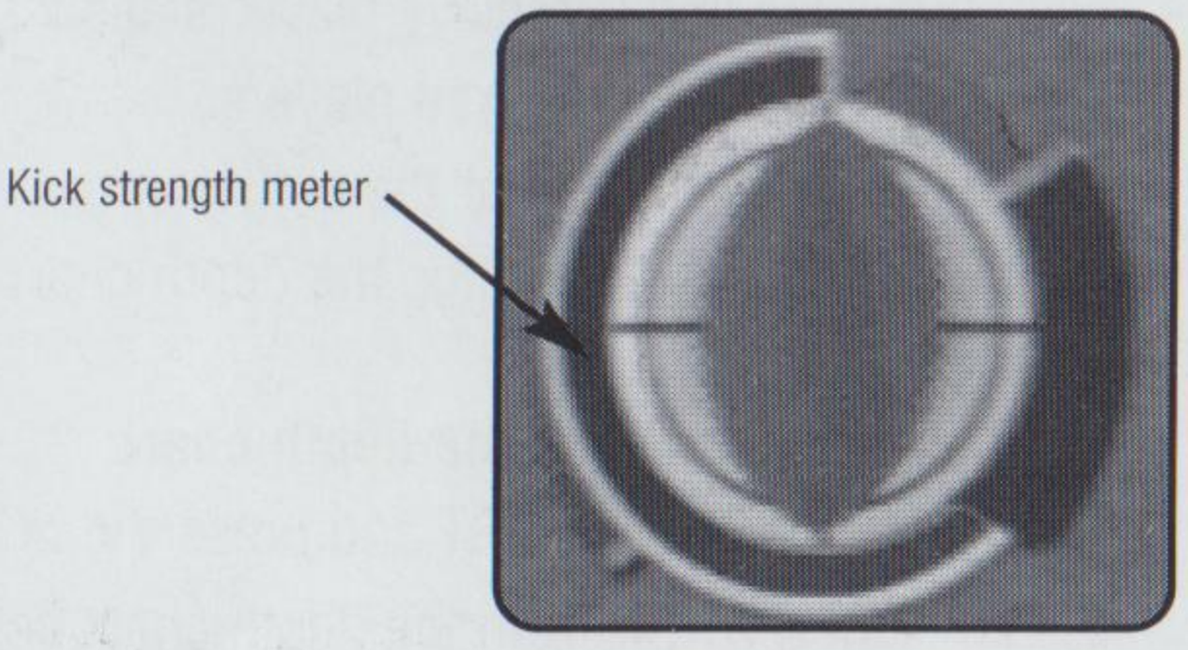
Control player nearest to the ball	× button or **R3** button
Move player/Run	Directional button or Left Analog Stick
Dive	■ button or Right Analog Stick **DOWN**
Sprint	● button
Jump	▲ button or Right Analog Stick **UP**
Strip Ball left/right	**L2** button / **R2** button
Outside Move left/right	**L1** button / **R1** button

Kicking Game

Direction of kick	Directional button or Left Analog Stick **LEFT/RIGHT**
Start Kick Meter	× button or **R3** button
Kick	× button or **R3** button
Call an **audible**	■ button and then × button, ■ button or ● button, **L1** button or **R1** button

Kicking the Ball

When you are kicking the ball, whether it's for a kickoff, punt or field goal, you will notice the kicking meter appears in the bottom left hand corner.



To kick the ball:

1. Press the × button or the **R3** button to start the kick strength meter.
2. Then press the × button or the **R3** button again to kick the ball.

You can also aim your kick with the directional meter by press Directional button or Left Analog Stick **LEFT/RIGHT**. This must be done *before* you kick the ball.

***EA* TIP:** For maximum strength on kicks and punts, press the kicking button when the kick strength meter is at its peak.

Kickoff/Punt Returning

Switch players	× button or **R3** button
Control return man	Directional button or Left Analog Stick
Fair catch/Kneel (you must have control of the return man)	▲ button

Pause Menu

View game information in a variety of categories and re-adjust the game settings and options.

During the game, press the **START** button to reach the Pause menu

RESUME GAME	Continue the current game.
INSTANT REPLAY	View all the action from the last play from every angle possible.
CALL TIMEOUT	Call one of three timeouts per half.
STATS / INFO	GAME STATS: View offensive and defensive team statistics.
INDIVIDUAL STATISTICS:	View offensive and defensive player statistics.
INJURY REPORT:	View the status of all injured players.
SCORE SUMMARY:	View scoring summary for the entire game.
SUBSTITUTIONS	DEPTH CHARTS: Re-arrange the depth chart for all positions.

To change the order of the depth chart:

1. Highlight DEPTH CHART and press the × button.

2. Highlight a player from the depth chart screen (on top) and press the × button. Your cursor moves to the team roster.

3. Highlight a player from the team roster and press the × button. The new player is inserted into the depth chart.

FORMATION SUBS: Arrange the personnel for a specific formation.

To sub:

1.Highlight FORMATIONS and press the × button.

2.Select an offensive or defensive formation (using the **L2** button or the **R2** button to scroll through the selections) and set (using the Directional button or left Analog Stick **UP/DOWN**).

3. Select a position by pressing the Directional button **LEFT/RIGHT** in the formation section and pressing the × button on the desired player.

4. From the Available Players list, highlight a player to be substituted in the starting spot and press the × button. The new depth chart is set.

SET AUDIBLES

Each team has 10 audibles - five on offense and five on defense.

To set an audible:

1. Directional button **LEFT/RIGHT** to select either OFFENSE or DEFENSE and press the × button. Your cursor moves to the play windows.

2. Highlight one of the audibles from the play windows and press the × button. The cursor moves to the formation window.

3. Select a formation, and then a new play from the bottom window and press the × button to accept the new audible.

- To flip any audible, press the **R2** button.

PLAY MADDEN CARDS

Play any of the Madden Cards you have earned through Madden Challenge.

To play a Madden Card:

1. Scroll through your available cards and press the × button on the card you want to play.

2. Press the ● button to flip the card over and view the back.

3. Press the × button on Play Card to activate that card.

CHALLENGE STATUS

View the current status of Madden Challenge. All tasks and tokens earned are displayed on this screen.

CONTROLLER SELECT

Re-select a team to control.

SETTINGS

Adjust your game settings. For more information, see the *Settings* section on p. 32.

CAMERA VIEW

Set the camera view from one of six different angles.

DRIVE SUMMARY

View the stats from the current drive.

QUIT

Quit game and return to the Main menu.

GAME MODES

In addition to Exhibition games, *Madden NFL 2001* features other game modes including Season, Franchise and Practice.

Season

Test your endurance through a 16-game NFL season. Play a full season as one or all 31 NFL teams and bring home a championship. In Season mode, you play commissioner, general manager and coach. You set the rules, you make the trades and you control the entire season for 22 weeks. From week one all the way to the Pro Bowl™, *Madden NFL 2001* is in your hands.

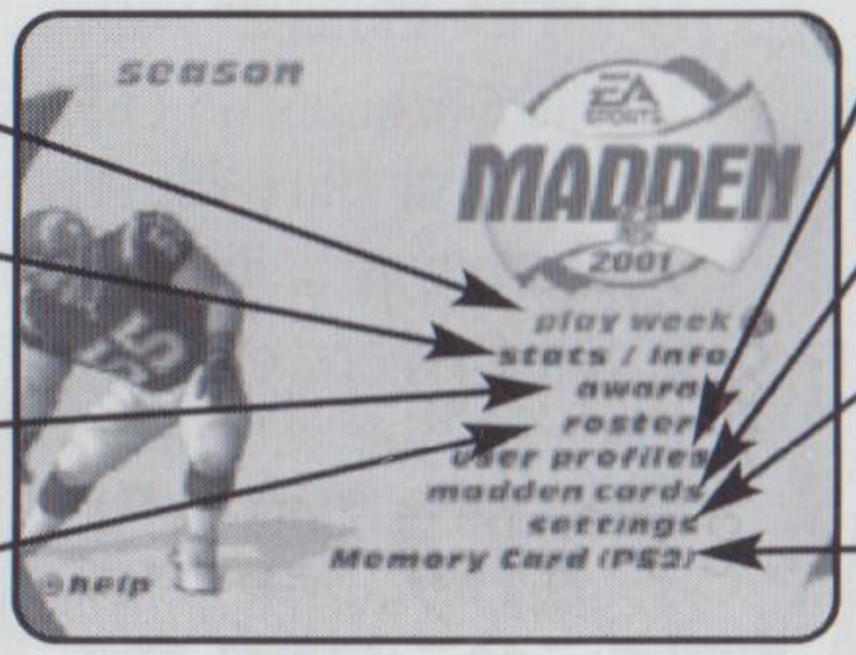
Starting a New Season

Play Week: Play or simulate a game on the schedule

Stats/Info: View all the player and team stats, plus standings, team rakings and more

Awards: View the week-by-week league awards

Rosters: Make changes to the team rosters



User Profiles: Create or edit a User Profile

Madden Cards: Access your Madden Cards

Settings: Change your game settings

Memory Cards: Save or Load a game to/from your MEMORY CARD.

To begin a Season:

1. From the Main menu, toggle to SEASON and press the × button. A Season pop-up box appears.
2. Select NEW from the pop-up box and press the × button. Your new season is installed.

Season Menu

PLAY WEEK: This screen lists all the scheduled games for the season. You can scroll through each week and observe the scores of games that have been played. You can also view the team schedules, records and results for the year.

STATS/INFO: Access all the team and Individual stats, team rankings and league standings. The injury report and league news are also available from the menu.

AWARDS: View weekly and yearly awards.

ROSTERS: View team rosters and make all player movements. For more information, see the *Rosters* section on p. 24.

USER PROFILES: Create and edit your User Profile, check out user stats and set up your audibles and user settings from here. For more information, see the *User Profiles* section on p. 28.

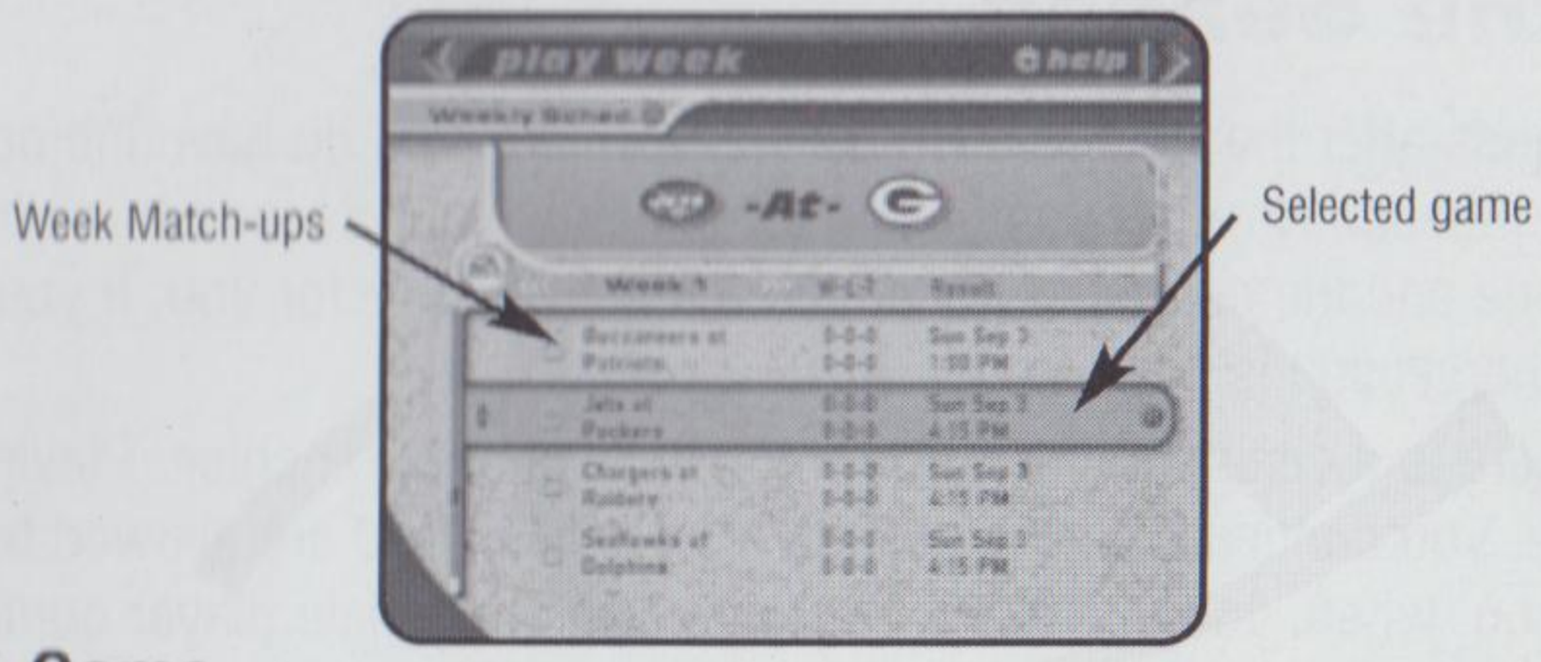
MADDEN CARDS: Trade and Risk your Madden Cards. For more information, see the *Madden Cards* section on p. 29.

SETTINGS: Adjust your game settings for the season. For more information, see the *Game Settings* section on p. 32.

MEMORY CARD: Save your Season to your Memory Card (8 MB) (for PlayStation 2). For more information, see the *Saving, Loading and Deleting* section on p. 34.

Play Week

This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have been played.



Playing a Game

In order to advance through your season, you must either play your designated games or simulate them.

To play a game in Season mode:

1. Select PLAY WEEK and press the × button.
2. Select WEEKLY SCHEDULE or TEAM SCHEDULE and press the × button.
3. Scroll through the games on the weekly schedule.
4. Highlight a game on the schedule that you wish to play and press the ● button. A checkmark appears on your selected game.
5. Press the × button and then highlight your final option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK or SIMULATE SEASON. Press the × button again to reach the field.

   Note: If you wish to bypass a game on the schedule, the computer will simulate the outcome for you. The computer can simulate a week for you and if you wish, even the season. After a game is simulated, the final score appears next to that game.

Simulating Games

This is a helpful tool if you want to have the CPU quickly play all of its games in a week. There are three different ways to simulate games on the schedule: SIMULATE GAME, SIMULATE WEEK and SIMULATE SEASON.

SIMULATE GAME: Simulate the highlighted game in the schedule.

SIMULATE WEEK: Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week will appear.

SIMULATE SEASON: Simulate all games listed in the schedule for the year.

Note: If you are only simulating the current week rather than a group of weeks, user-controlled games will not be simulated.

During the Season

During the season, you can control any team, on any week, at any point during the year. You can also make player trades, sign free agents and change game settings. Whether you're playing or simulating the games, you can also get all the league information from the Season Menu. You can also access your Madden Cards and User profiles at any time during the season.

- For more information on roster moves, see the *Rosters* section on p. 24.

After the Season

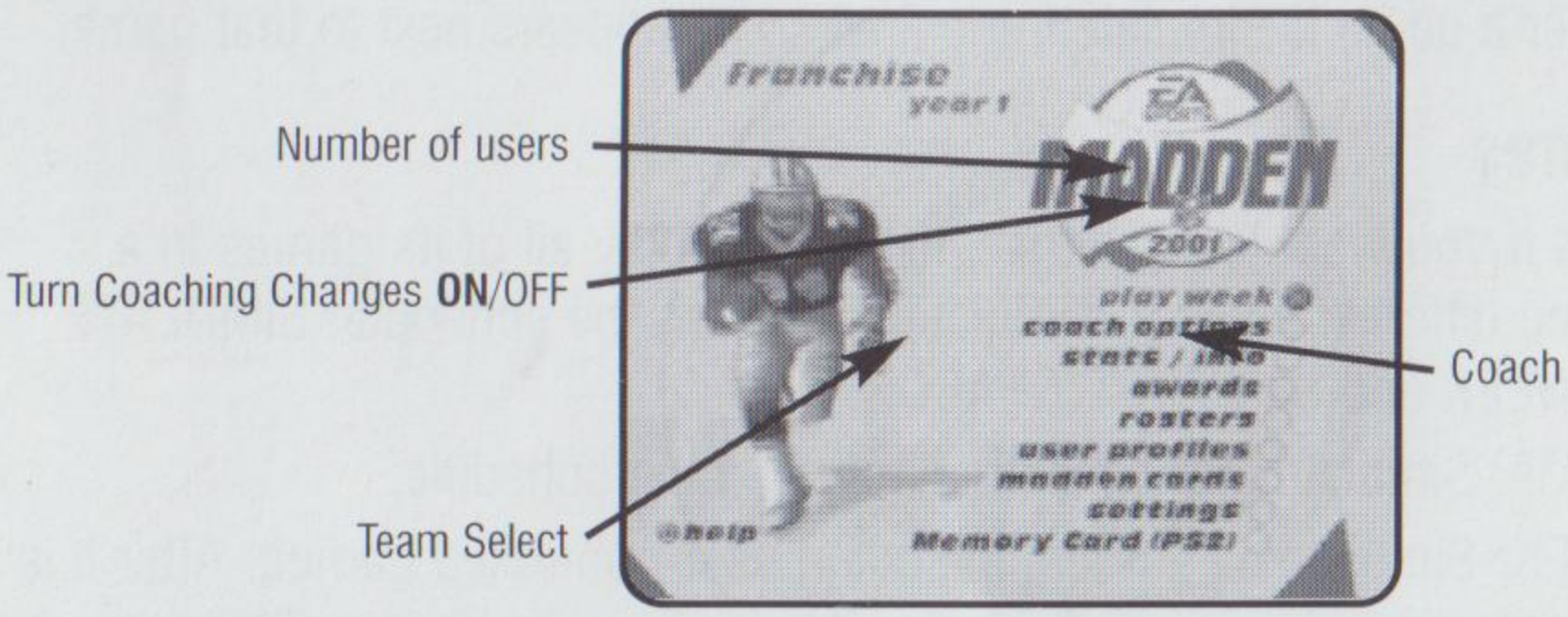
The season ends after the AFC-NFC Pro Bowl. However, you do have the option to continue onto Season No. 2. If you decide to continue, your Season turns into Franchise Mode and the computer generates a new schedule for you. If you decide not to continue, the season is over.

> **Note:** There is a distinct different between season and franchise. Playing in a franchise, you continue playing season after season and are allowed to enter the Off-Season, where you can make draft picks and negotiate player contracts. Players may retire at the end of a season and player attributes can change during the off-season through player progression. Your team's roster will continue to change through the entire franchise. In a season, the players you have at the start of the year never change, and you won't be given the option to perform Off-Season operations.

Franchise

Run your own franchise and build football's next dynasty. Play multiple NFL seasons and see if you can remain the powerhouse year in and year out. Build your roster through the NFL draft and pick up the missing pieces by signing key free agents. When a key player retires, make a trade and fill the void. Not only are you battling the teams on the field, you're fighting them off the field as well. This is *Madden NFL 2001* football.

Building a Franchise



To begin a new Franchise:

1. From the first list of options at the Main menu, scroll to FRANCHISE and press the × button. A Franchise Setup box appears.
2. Select NEW from the pop-up box and press the × button. A new Franchise is initialised.

Franchise Setup

Build your franchise from the ground up. Begin by selecting a team and a coach.

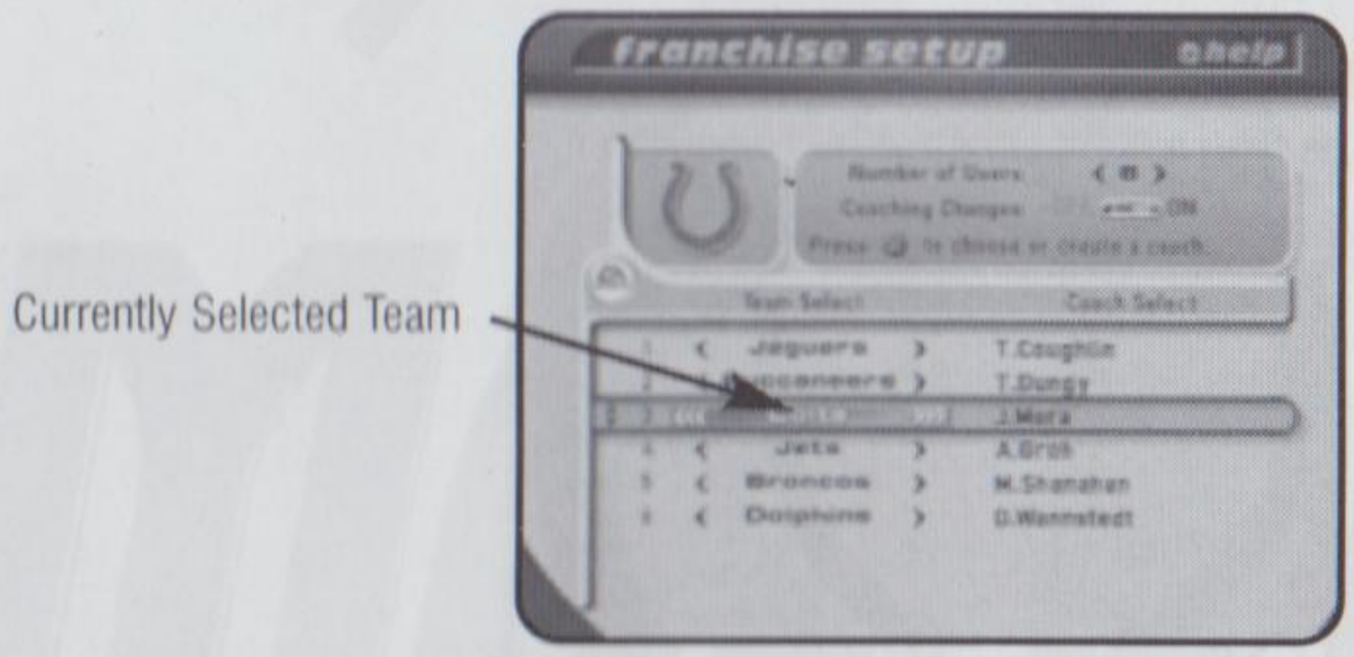
Note: More than one Franchise can be run at one time. However, all Franchises are operated separately.

To begin YOUR Franchise:

1. Choose a number of users in your franchise mode.
2. Toggle Coach Changes **ON**/OFF. When **ON**, you can change coaches at anytime during the season.
3. Press the × button to select a team to run.

Selecting a Team

The Team Select column shows a list of the teams that are currently enlisted in the franchise. All NFL teams are available for you to run.

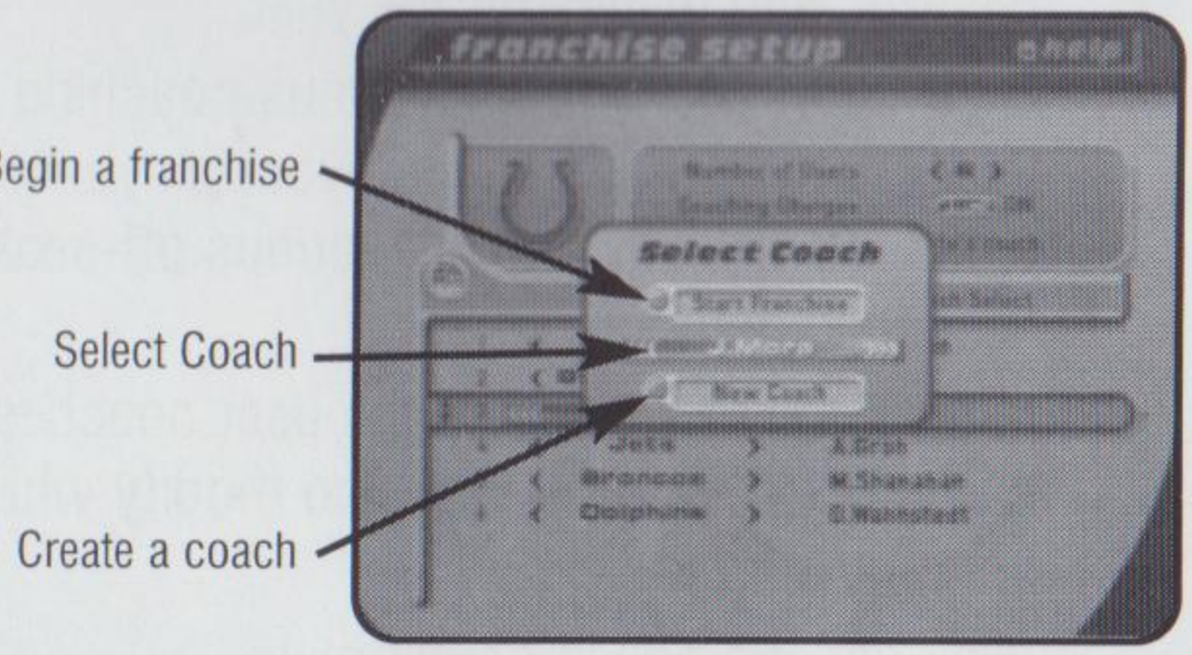


To pick a team:

- From the Team Select column, Directional button **LEFT/RIGHT** until the team you wish to run appears. Press the × button to select a coach or start a franchise.

Selecting a Coach

All NFL coaches and their playbooks are available for you. If none of the coaches satisfy you, create one of your own.



To select a current NFL coach:

- After you select a team to run, a Coach pop-up box appears. Highlight START FRANCHISE if you wish to start the season with the current coach and press the × button. From here, your first NFL season begins.

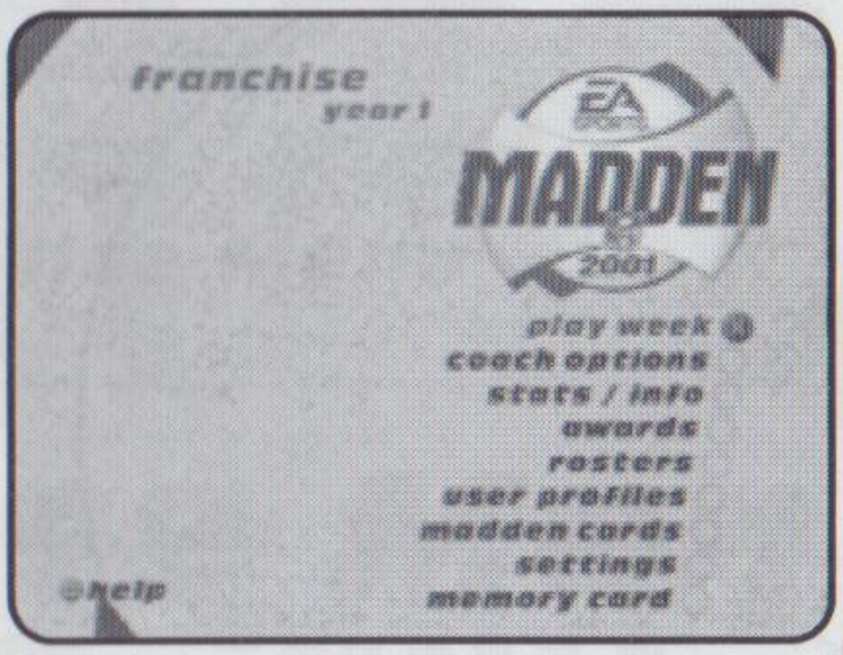
To select another NFL coach:

1. If you wish to change coaches, from the Coach pop-up box, Directional button **LEFT/RIGHT** until you find the coach of your choice.
2. Highlight START FRANCHISE and press the × button. Your first NFL season begins with a new coach running the team.

To create a NFL coach:

1. If you wish to create your own coach, from the Coach pop-up box, highlight NEW COACH and press the × button. The New Coach menu appears.
2. Highlight NEW COACH and press the × button to create a name.
3. Type in a name from the edit box and select OK. Your new coach's name appears on the screen.
4. Select a body type for your coach (optional). When finished, select OK and then press the × button.
5. Once your coach is created, highlight START FRANCHISE and press the × button. The Franchise "Year 1" screen appears.

Franchise Menu

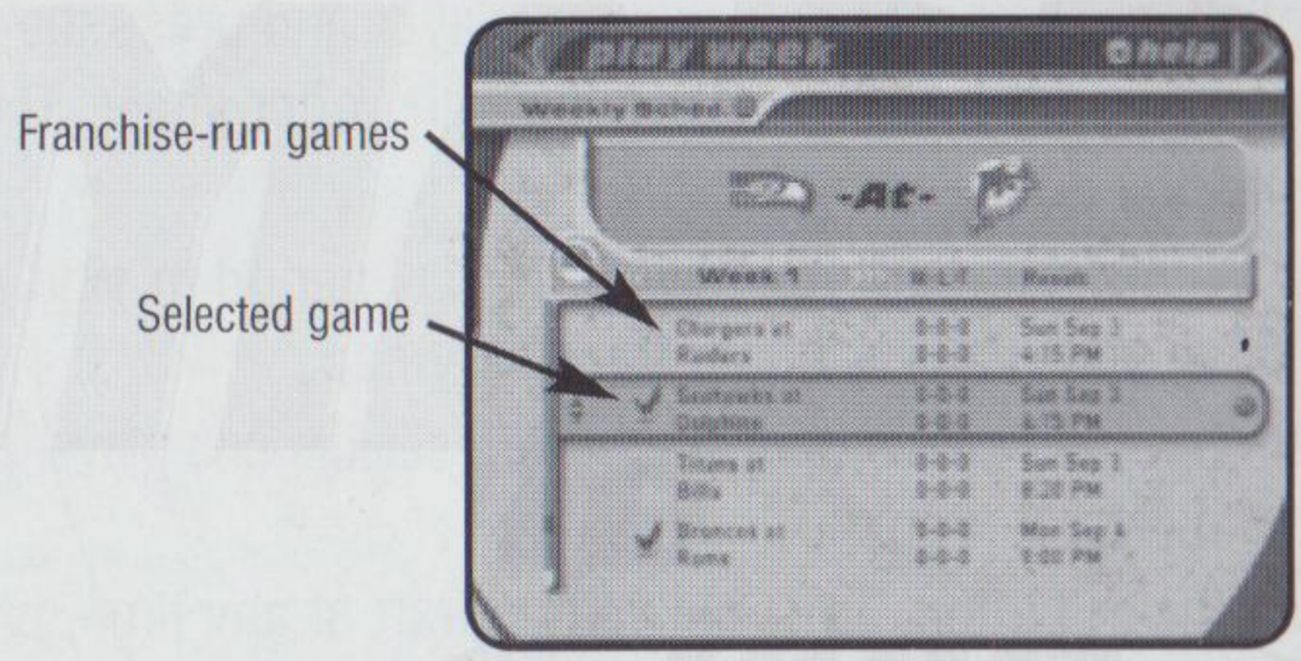


PLAY WEEK	This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have been played. You can also view the team schedules, records, and results for the year.
COACH OPTIONS	PROFILES: Lets you set various coaching options for your team. You can choose your playbook, your coaching strategy and set various off-season assistance options.
POSITIONS:	Allows you to view all of the user coaches and their current position. You can also modify which team you are coaching.
RATINGS:	View various coach career stats.
STATS/INFO	Access all the team and Individual stats, team rankings and league standings. The injury report and league news is also available from the menu.
AWARDS	View weekly and yearly awards.

ROSTERS	View team rosters and make all player movements. For more information, see the *Rosters* section on p. 24.
USER PROFILES	Create and edit your User Profile, check out user stats and set up your audibles and user settings from here. For more information, see the *User Profiles* section on p. 28.
MADDEN CARDS	Trade and Risk your Madden Cards. For more information, see the *Madden Cards* section on p. 29.
SETTINGS	Adjust your game settings for the season. For more information, see the *Game Settings* section on p. 32.
MEMORY CARD	Save your Franchise to your Memory Card (8 MB) (for PlayStation 2). For more information, see the *Saving, Loading and Deleting* section on p. 34.

Playing a Franchise Game

Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can only control their own team. All other games must be simulated.



To play a game in Franchise mode:

1. Highlight Play Week from the Franchise menu and press the × button.
2. Select WEEKLY SCHEDULE or TEAM SCHEDULE and press the X button.
3. Scroll through the games on the weekly schedule to find the game involving your selected team. A checkmark appears next to the selected game.
4. Press the × button and then highlight your final option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK or SIMULATE SEASON. Press the × button again to reach the field.

- For information on simulating a game, see the *Simulating Games* section on p. 17.

During the Franchise

During the season, you can make player trades, sign free agents and release players. You can also get all the league information from the Franchise menu and make other roster moves. You can also access your Madden Cards and User profiles at any time during the season.

- For more information on roster moves, see the *Rosters* section on p. 24.

After the Franchise

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams. You can re-sign, trade and draft players, and sign free agents.

Off-Season Schedule

To begin off-season transactions, highlight OFF-SEASON SCHEDULE and press the × button. Steps 1-7 of the off-season schedule appear

RETIRED PLAYERS: View the retired players from every roster.

RE-SIGN PLAYERS: Negotiate contracts with players from your own team.

- To begin contract negotiations, highlight an unsigned player and press the × button. Offer a salary and press the × button to submit the offer sheet. The player either accepts or declines the offer.

FREE AGENT SIGNING: Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap.

NFL DRAFT: Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time.

- To select a player, press the × button. To simulate the draft at any time, press the **START** button. Then select YES and press the × button again when you are asked if you wish to simulate the rest of the NFL draft.

SIGN DRAFT PICKS: After the draft, you must sign your draft picks to your roster.

RE-ORDER DEPTH CHARTS: Allows for modification of the roster before the new season.

START NEW SEASON: Begin a new year of football.

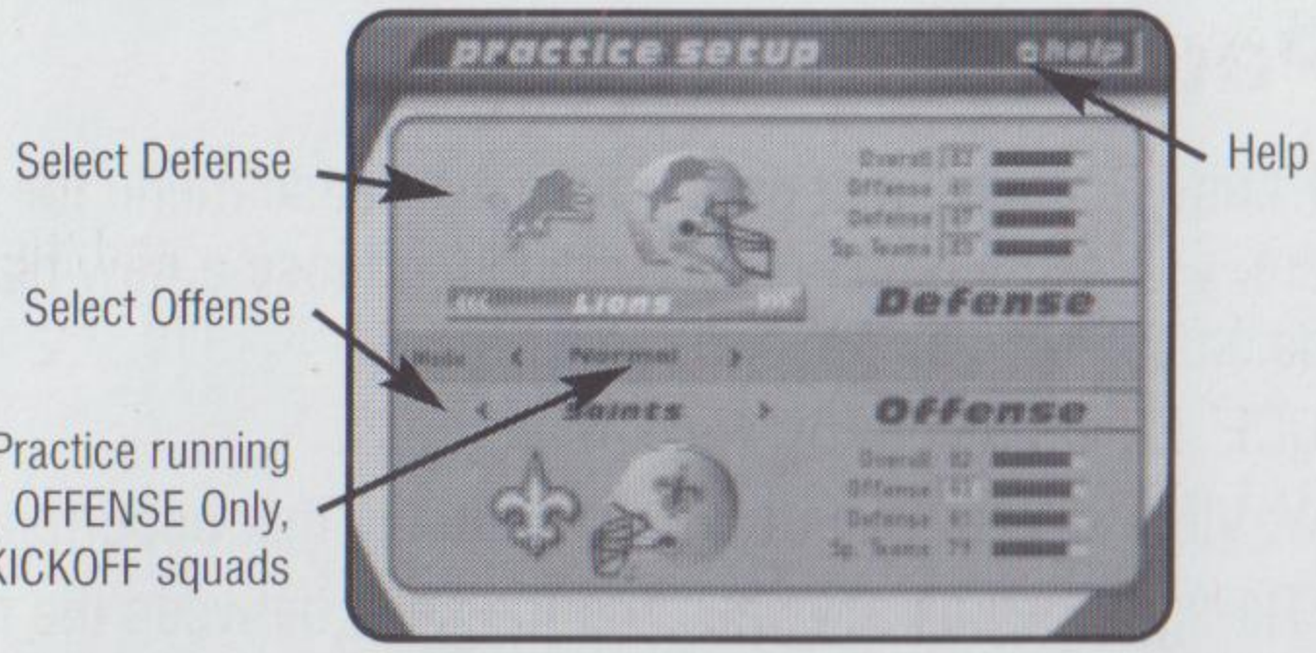
Note: If you wish to skip any steps in the off-season, the computer will simulate the step for you. After all the off-season steps are complete, the next season begins.

Practice

Madden NFL 2001's practice mode is beneficial in helping you brush up on your playing skills or master a team's playbook.

Practice Setup Screen

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type.



Mode

These options give you the ability to select which aspect of your team you want to control (**NORMAL**, OFFENSE ONLY or KICKOFF). If you want to practice offensive plays without a defense on the field, choose OFFENSE ONLY. If you want to practice playing offense or defense, choose NORMAL. If you want to practice kickoffs or returning kickoffs, choose KICKOFF.

- Once you are finished setting up your practice settings, press the × button to reach the Controller Select screen.

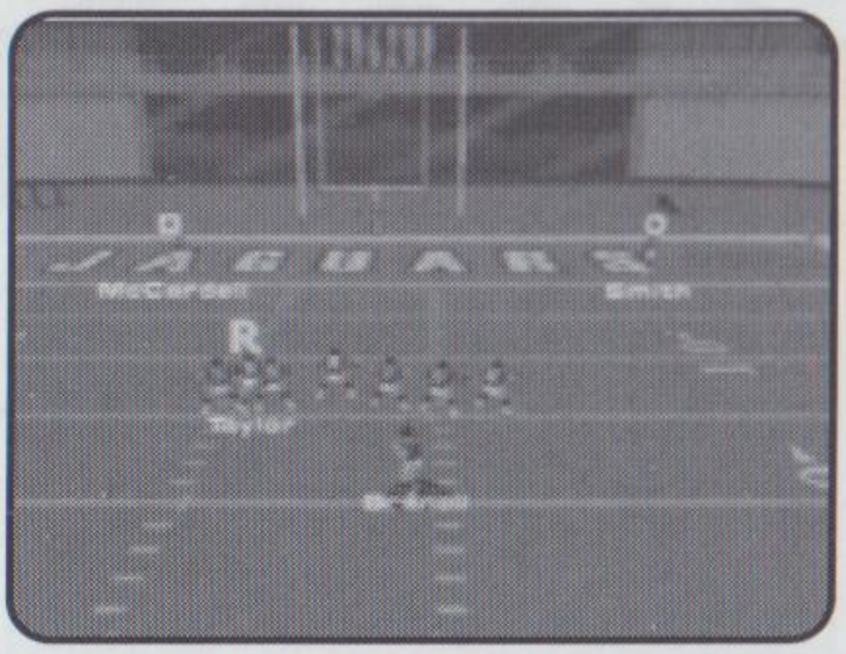
Controller Select / Playbook

Select the team you want to control and which playbook you want to practice with.

- To select from a list of playbooks, press the ● button.
- After you select a controlled team, press the × button to reach the practice field.

Practice Field

Once you're on the practice field, you can run every play in your playbook.



- To re-spot the ball, press the **L2** button. Then Directional button to select the new spot and press the × button when finished.
- To choose a new play, press the **SELECT** button

Practice Pause Menu

- Press the **START** button during Practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, switch your practice type, substitute players and more.
  RESUME PRACTICE: Resume your practice in progress.
  INSTANT REPLAY: View all the action from the last play that occurred on the field.
  RE-SPOT BALL: Re-spot the ball anywhere on the field, between the hash marks.
  CHOOSE NEW PLAY: Change to a new play to practice.
  PRACTICE TYPE: Switch to a new practice type (NORMAL, OFFENSE ONLY, KICKOFF)
  CONTROLLER SELECT: Select a new team to control.
  SUBSTITUTIONS: Sub in players on the bench.
  SETTINGS: Change your game settings. For more information, see the *Settings* section on page 32.
  CAMERA VIEW: Select your camera view.
  QUIT: Quit the practice.

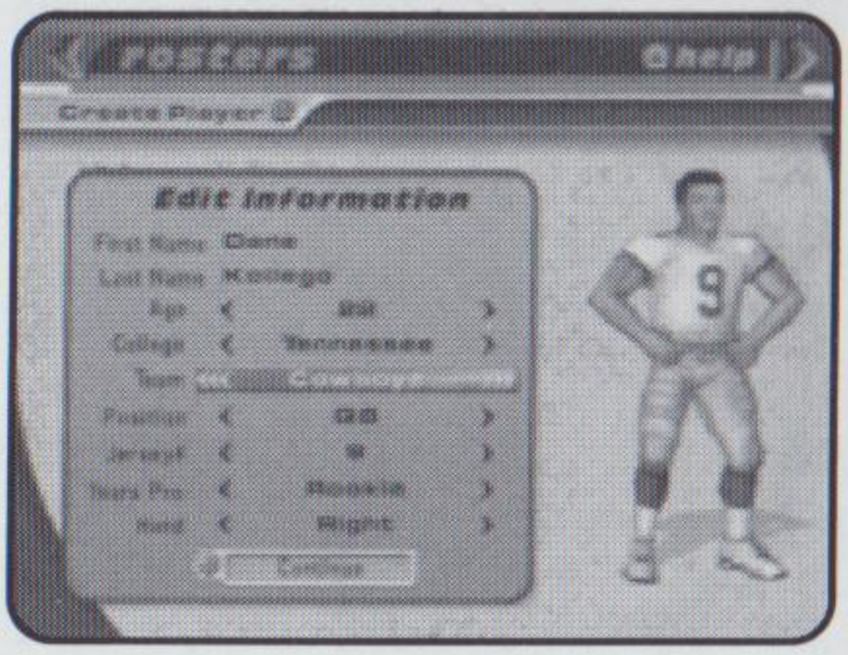
MAIN MENU OPTIONS

Rosters

Make key roster moves to strengthen your lineup. Trade players from team to team to add depth, sign key free agents to fill holes, release players to make room and create a player for that special need. It's the ultimate Madden NFL 2001 experience.

Create a Player

Create a player for that position in need.



To create a new player:

1. From the Roster screen, highlight Create Player and press the × button.
2. From the Edit Information screen, create a first name for the new player and select OK. Next, create a last name.

3. After you've created a name, pick an age, college, team, position, jersey number, years pro and throwing hand for your new player. When you're done, highlight CONTINUE and press the × button. The Edit Appearance screen appears.
4. From the Edit Appearance screen, select your player's height, weight, skin color, hair color, hair style, face, body size, muscle size and flak jacket size. Highlight CONTINUE and press the × button to continue. The Edit Equipment screen appears.
5. From the Edit Equipment screen, pick your player's equipment. When you're done, scroll down to CONTINUE and press the × button.
6. Set up your player attributes. Scroll down to DONE and press the × button when you're finished.
7. Select CREATE AND EXIT and press the × button. Your new player is added to *Madden NFL 2001*.

View Roster

View all NFL team rosters by team and position.

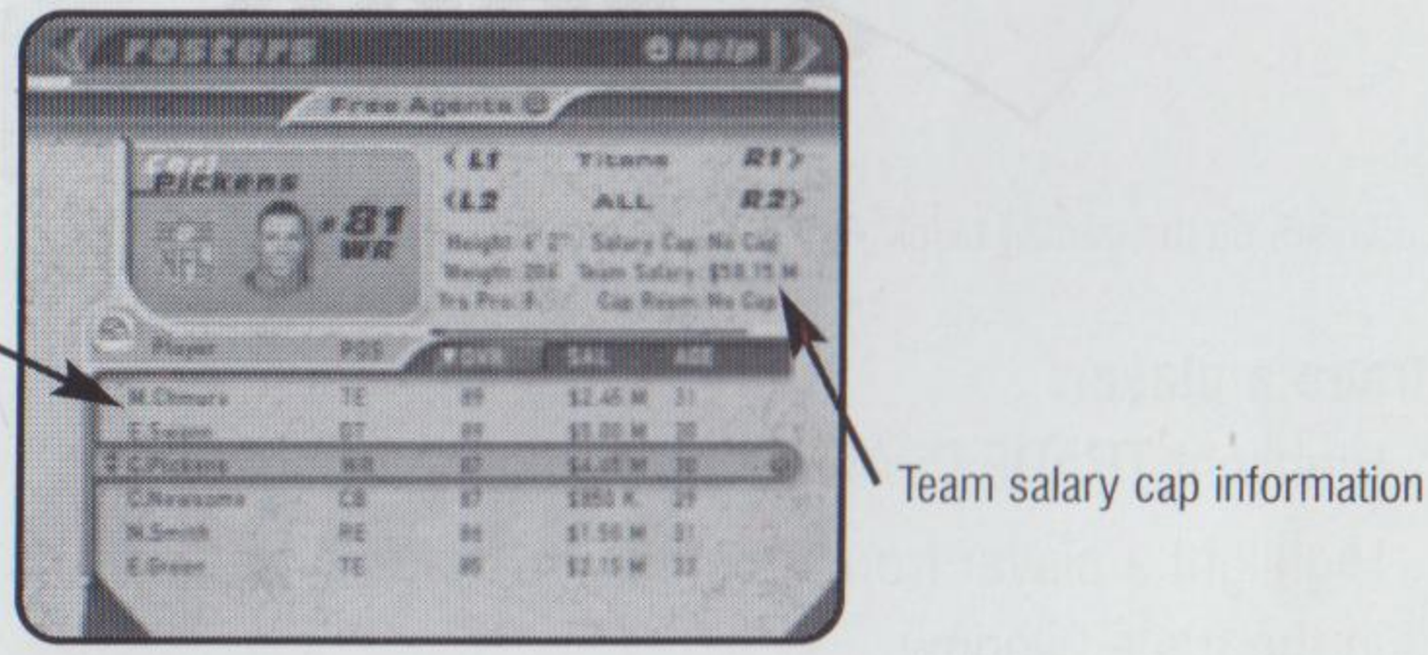
- The **L1** button and **R1** button can be used to change teams. The **L2** button and **R2** button can be used to focus on a particular position.

Breakdown

View all NFL team rosters by team and position. Here, all the active rosters are broken down by position.

Free Agents

Sign a Free Agent to a team.



To sign a free agent:

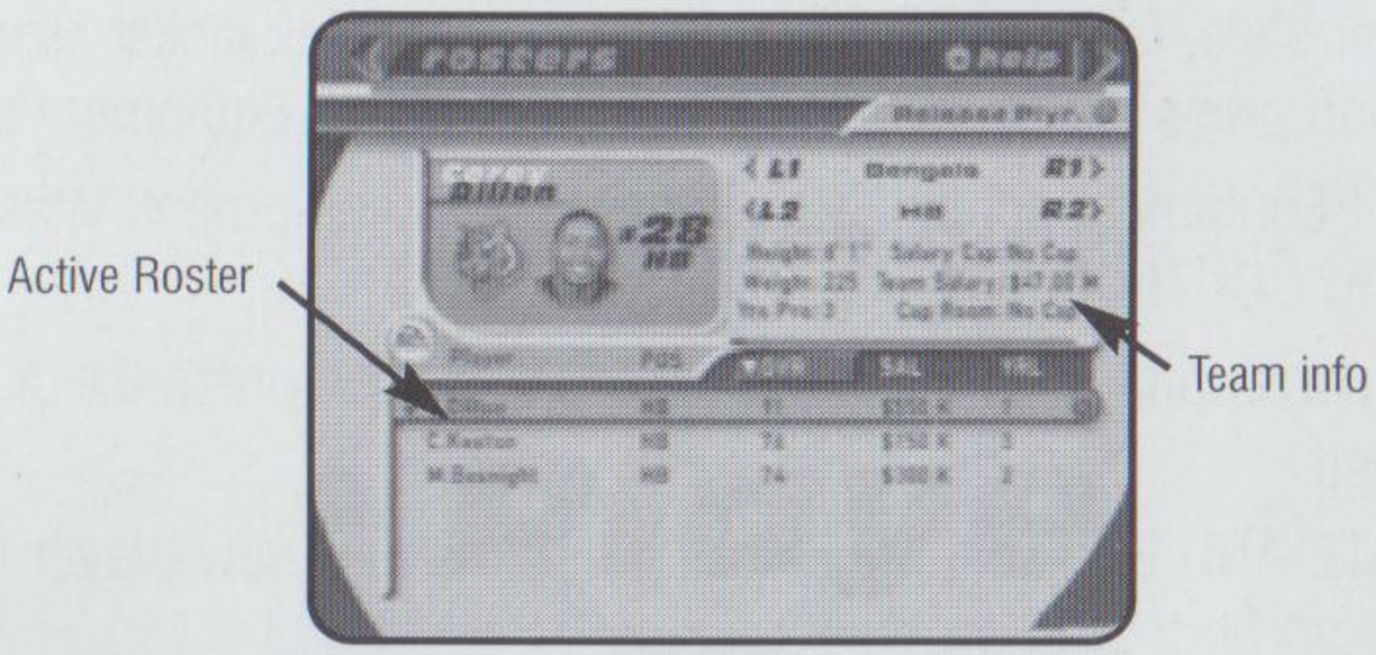
Highlight FREE AGENTS and press the × button.

Press the **L1** button or **R1** button to change teams and view salary cap information for that team.

If there's room under the cap, highlight the player you wish to sign and press the × button. The player either accepts or declines the offer.

Release Player

Release a player from any team. Once that player is released, he moves to the Free Agent list.

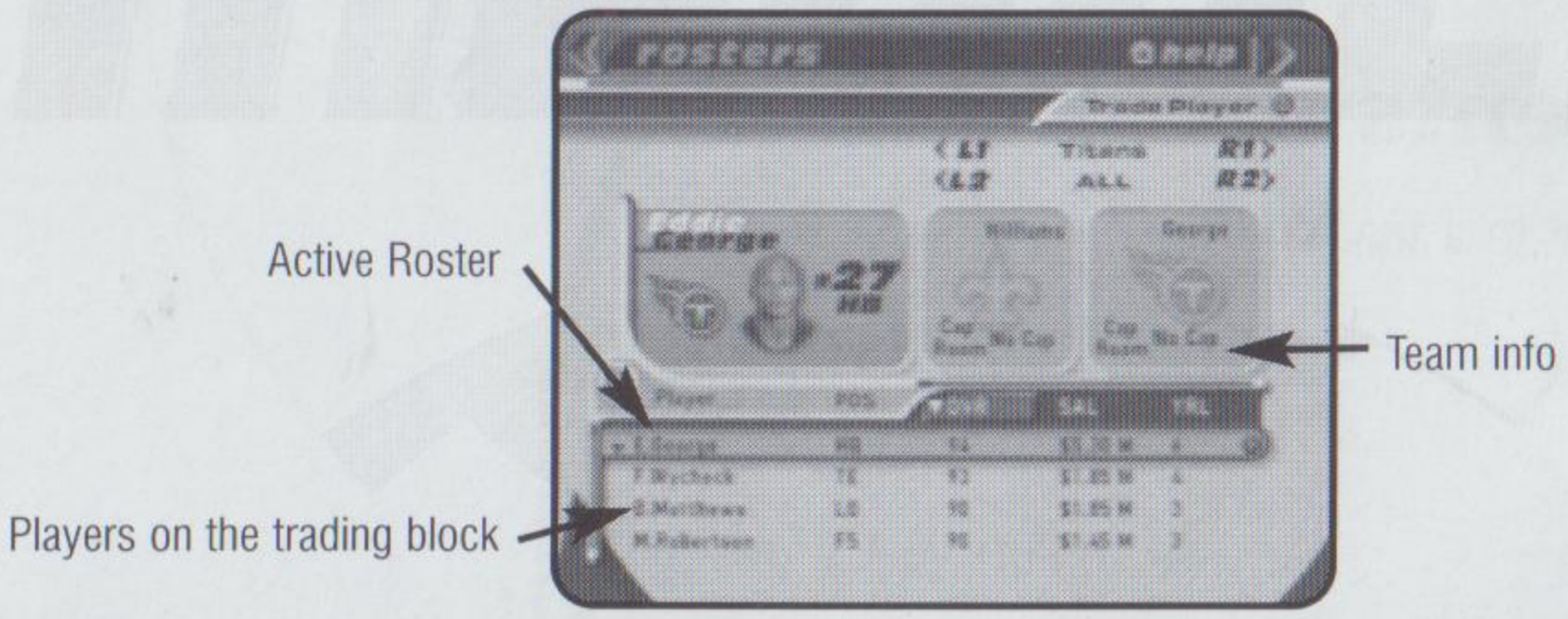


To release a player:

1. Highlight RELEASE PLYR. and press the × button.
2. Press the **L1** button or **R1** button to view a team's roster.
3. Highlight the player you wish to release and press the × button.
4. When prompted, select YES and press the × button to confirm the player's release.

Trade Player

Trade Players from team to team.

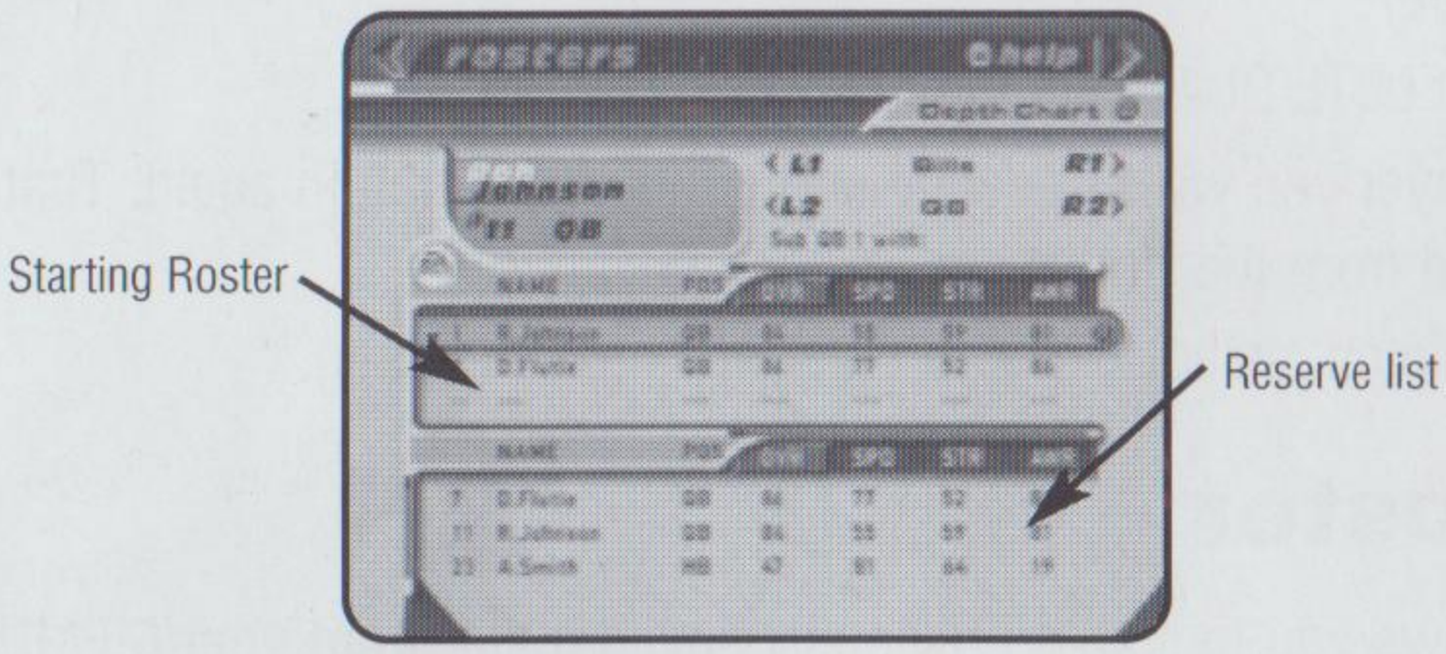


To trade a player:

1. Highlight TRADE PLAYER and press the ✖ button.
2. Highlight a player from any team roster and press the × button. His name appears in the trade window.
3. Highlight the player (from another team) that you wish to trade for and press the × button.
4. Press the **START** button and the trade is either accepted or declined. If the trade is accepted, select YES and press the × button to proceed.

Depth Chart

Re-Order the Depth Chart of all NFL teams.

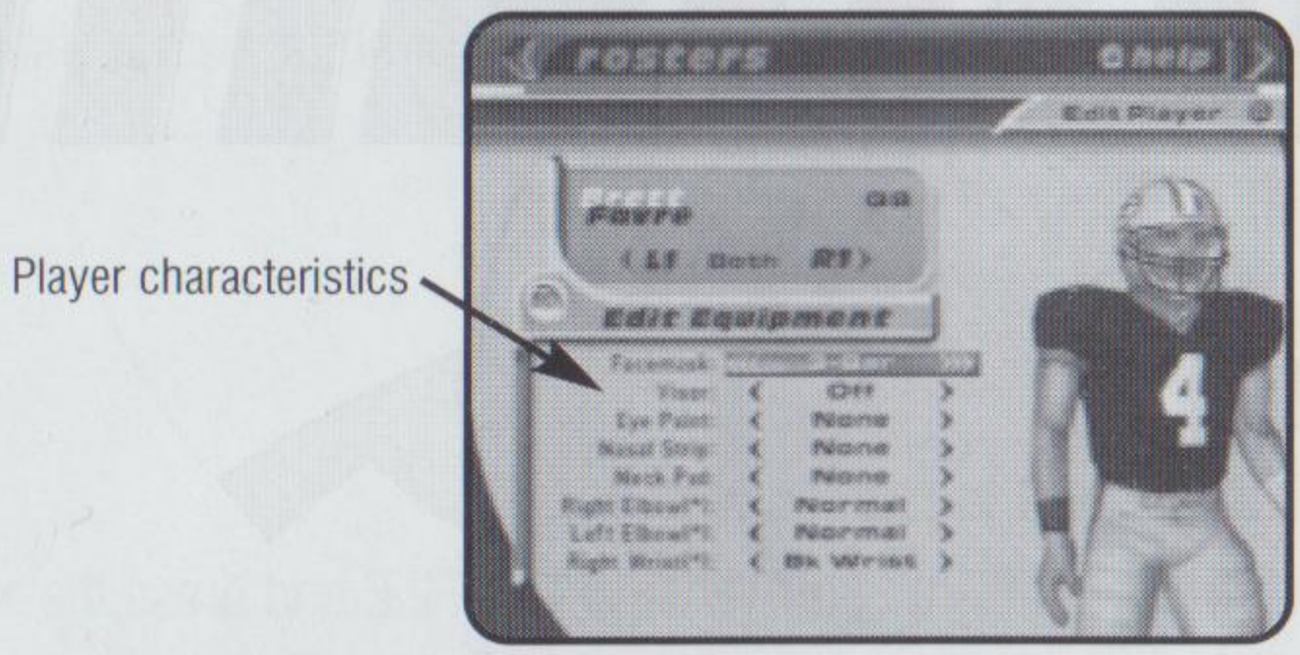


To change the order of the depth chart:

1. Highlight DEPTH CHART and press the × button.
2. Highlight a player from the depth chart screen (on top) and press the × button. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press the × button. The new player is inserted into the depth chart.

Edit Player

Change the attributes, equipment, appearance and personal information of any player.



To edit a player:

1. Highlight EDIT PLAYER and press the × button.
2. Find the player you wish to edit and press the × button again.
3. Edit the highlighted player. To edit the player's overall ability, highlight the slider bar next to OVR and press the × button. You can then make changes to equipment, appearance and player info. For more information, see the *Create a Player* section on p. 24.

Delete Player

Delete a created player.

To delete a player:

1. Highlight DELETE PLAYER and press the × button.
2. Find the player you wish to delete and press the × button again. That player is then deleted from the Roster menu.
3. When prompted, select YES and then press the × button.

Load Roster

This screen allows you to load a previously saved roster from your MEMORY CARD (8 MB) (for PlayStation 2).

- Press the **R2** button / **L2** button to switch between MEMORY CARD (8 MB) (for PlayStation 2) slots. For more information, see the *Saving, Loading and Deleting* section on p. 34.

To load a player:

1. Highlight LOAD ROSTER and press the × button.
2. Select the roster that you wish to load and press the × button.

User profiles

Keep your audibles and favourite team game-ready, alongside your stats, with a User Profile.

New/Edit Profile

Keep track of your personal stats by creating a User Profile.

To create a new User Profile:

1. Highlight NEW/EDIT PROFILE and press the × button.
2. From the New/Edit Profile menu, highlight CREATE NEW PROFILE and press the × button.
3. Highlight PROFILE NAME from the User Profile setup box.. A letter 'edit' box appears.
4. From the letter box, create a name for your User Profile. Select OK and press the × button when done. The User Profile setup box re-appears.
5. Choose a playbook for your User Profile by highlighting PLAYBOOK SELECT. Press the × button to see a list of playbooks. When you've found the playbook you wish to use, press the × button again.
6. From the User Profile setup box, highlight DONE and press the × button. Your new User Profile appears on the Profile Name list.

- To remove a created Profile, highlight the profile name and press the ● button. Then select YES and press the × button to complete the deletion.

  Note: Your profile has not been saved to a MEMORY CARD (8 MB for PlayStation 2) at this point. However, you will be prompted to save when leaving the User Profile section. For more information, see the *Memory Card (Saving and Loading)*

section on p. 34.

User Stats

View Overall, User vs. User and Personal Best stats.
OVERALL: View your overall stats for offensive and defensive categories and more.
USER VS. USER: View your game stats vs. other User Profiles.
PERSONAL BEST: View personal bests for ALL User Profiles.

Set Audibles

Set your offensive and defensive audibles. Each team has 10 audibles - five on offense and five on defense.

To set an audible:

1. Directional button **LEFT/RIGHT** to select either OFFENSE or DEFENSE and press the × button. Your cursor moves to the play windows.
2. Highlight one of the audibles from the play windows and press ✖. The cursor moves to the formation window.
3. Select a formation, and then a new play from the bottom window and press ✖ to accept the new audible.

- To flip any audible, press the **R2** button.

User Settings

Set specific game settings for a User Profile. For more information, see the *Settings* section on p. 32.

Load Profiles

Load a User Profile from a Memory Card (8 MB) (for PlayStation 2) to *Madden NFL 2001*.

To load a User Profile from your Memory Card (8 MB) (for PlayStation 2):

- From the Load/File screen, highlight the Profile you wish to load and press the × button. The Profile is now loaded in the game.

Madden Cards

Earn tokens for each Madden Challenge task completed and use tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

Card Book

View the cards you have collected or buy new packs.

To Buy a pack of Madden Cards:

1. From the Card Book screen press the ● button. If you have tokens available, you should receive a message asking if you would like to buy a new pack, select YES and press the × button.

2. Scroll through the cards to see if you earned any new cards.

To Play or Sell a Madden Card:

- You can sell back a Madden Card to recoup tokens.
- Activate a card to reap its benefits. (Flip a card by pressing the ● button to see its attributes).

1. From the Card Gallery screen select a card to sell by highlighting it and pressing the × button. The View/Play Card screen appears.
2. Choose either PLAY CARD or SELL CARD and press the × button. The Card Gallery screen re-appears.

- To deactivate a card before the start of a game, select it again in the Card Gallery and press the × button. The View/Play Card screen then gives you the option to deactivate it.

Note: Some Cards such as cheats and current players can only be activated during a game. See the *Play Madden Cards* section on p. 29.

To Risk a Madden Card:

Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, press the × button to access User Options.
2. Select a User Profile if one is not already in use.
3. Highlight the RISK CARDS option and press the × button. The Risk Cards screen appears.
4. Press the × button to select a card, then press the ● button to flip the card.
5. Select Add to Risk, then press the × button.
6. When you are finished selected cards, press the **START** button to initiate the wager.
7. At the pop-up window, confirm that you wish to risk these cards to return to the Controller Select screen.

- The player who wins the game wins the cards!
- To cycle through loaded profiles, press the **L1** button / **R1** button.

Rating System

There are four categories in which Madden Cards are rated.

CARD LEVEL: Generally, Gold cards last for an entire half or game, Silver cards last for an entire quarter, and Bronze cards for 1 play. On some cards the levels affect the amount of change rather than the length of time available. Read the back of the card for details.

POWER (P): Indicates how "strong" a card is.

VALUE (V): The number of tokens assigned to a card, based on its rarity.

RARITY (R): The odds of getting a particular card.

LIFE (L): Life expectancy of a card (unlimited or once).

Status

TOKENS EARNED: Percent of tasks completed at a particular level.

BALANCE: Total number of Madden tokens for that user.

USER SELECT: Use the **L1** button and **R1** button to cycle through and choose one of four User Profiles.

LEVEL SELECT: Use the **L2** button and **R2** button to cycle through the five Challenge Levels.

TOKEN SCALE TABLE: The number of tokens earned on each skill level for completing a task.

CHALLENGE TASK TABLE: List of tasks for the selected level. The token scale has a highlighter box around the particular level at which a task has been completed.

Trade

To Trade a Madden Card:

1. From the Madden Cards Main screen, choose TRADE, then press the × button. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the **L1** button / **R1** button.
3. To scroll through available cards, press Directional button **LEFT/RIGHT**, then press the × button to select the highlighted card.
4. Press the ● button to flip the card.
5. Select Add, then press the × button. The card has now been added to the trade.
   - You can include up to three cards in a trade.
6. The second player repeats this process for his/her User Profile.
7. When all cards have been added to the trade proposal, press the **START** button to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the × button.

   Note: You may remove a card from a trade by selecting a card, flipping it and then selecting REMOVE.

Records

From the Records screen you have the ability to view all of the current records and the record holders. Each record has its own card. When an all time record is broken, the corresponding card is updated here.

- Press the × button with the card highlighted to view the card up close.

Settings

Gameplay

QUARTER LENGTH: Set the length for game quarters between 1 to 15 minutes. The default length is set at **5** minutes.

SKILL LEVEL: Set to skill level to ROOKIE, **PRO**, ALL-PRO or ALL-MADDEN.

INJURIES: When **ON**, players may get injured during the game. The computer substitutes injured players out of the game.

GAME FATIGUE: When **ON**, fatigue may affect player performance.

MADDEN CHALLENGE: When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game.

EAsy Play

EASY PLAY: Turns the EAsy Play feature **ON**/OFF. EAsy Play allows novice users to play the game with ease.

Note: If EAsy Play is set to OFF, the setiings listed below will not affect game play.

PENALTIES: Turns all penalties ON/**OFF**. When OFF, no penalties will be called.

PLAY CLOCK: Turn the play clock ON/**OFF**. When OFF, the play clock is not a factor during matches.

PLAY NOTIFICATION: Set to **1 Player**, 2 Player or OFF. When set to 1 or 2 Player, the play(s) chosen will be displayed as you are lining up.

PASSING MODE: Select NORMAL for traditional button-based passing, or **QUICK** to simplify passing - you no longer need to press the × button again to bring up the passing symbols.

PLAY CALL MODE: Select NORMAL for the traditional play calling system or **Go To Guy** to choose plays based on a key player.

PASS ASSIST: Turns Pass Assistance **ON**/OFF. When ON, passing AI settings are adjusted to make passing easier.

CATCH ASSIST: Turns Catch Assistance **ON**/OFF. When ON, catching AI settings are adjusted to make catching easier.

RUN ASSIST: Turns Run Assistance **ON**/OFF. When ON, running AI settings are adjusted to make running easier.

KICK ASSIST: Turns Kick Assistance **ON**/OFF. When ON, kicking AI settings are adjusted to make kicking easier.

Visual

PLAYER DISPLAYS: Identify controlled player by **NAME**, POSITION or NUMBER. Alternatively set to NONE for no player display.

AUTO INSTANT REPLAY: Turn the automatic instant replay **ON**/OFF. When OFF, you have to go to the Pause menu to view instant replays.

FIELD LINES: Set the field line display to NONE, **FIRST DOWN**, LOS or BOTH. When set to First Down, a yellow first down marker is displayed across the field.

When set on LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the First Down and LOS lines are displayed.

CAMERA: Set the camera view from one of five different angles

Penalty

PENALTIES: Turns all penalties ON/**OFF**. When OFF, no penalties will be called.

OFFSIDES: When ON, defensive offsides can be called. When OFF, no defender can run offsides.

PENALTY SLIDERS: Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or – using Directional button **LEFT/RIGHT**.

Team roster

TEAM DEFAULT: Set the default teams at the Team Select screen in Quick Start and Exhibition modes.

RESET TEAM ROSTER: Restores the default roster to its original state, removing any trades, created players, etc. To perform this action select RESET ROSTER and press the × button.

AI

The AI settings allow you to fully customise various Offensive/Defensive AI settings for the human and CPU team.

PASS ASSIST: Turns Pass Assistance **ON**/OFF. When **ON**, passing AI settings are adjusted to make passing easier.

CATCH ASSIST: Turns Catch Assistance **ON**/OFF. When **ON**, catching AI settings are adjusted to make catching easier.

RUN ASSIST: Turns Run Assistance **ON**/OFF. When ON, running AI settings are adjusted to make running easier.

AI SETTINGS: Adjust various offensive or defensive AI settings for the user or CPU controlled teams.

- Change the setting by moving the slider towards + or – using Directional button **LEFT/RIGHT**.

Sound

COMMENTARY: Turn John Madden's play analysis and Pat Summerall's play-by-play game commentary **ON**/OFF.

SOUND MODE: Set sound output to **STEREO** or MONO.

MASTER VOLUME: Control the volume for all game sounds.

COMMENTARY VOLUME: Control the volume for in-game commentary.

CROWD VOLUME: Control the volume of the crowd noise.

FIELD VOLUME: Control the volume of on-field game noise.

MENU MUSIC VOLUME: Control the volume of the background music in all menus.

MENU SFX VOLUME: Control the volume of all menu sound effects.

Controller

CONTROLLER CONFIG.: Scroll through the available controller configurations to choose the one that best suits your playing style.

VIBRATION: Turn the Vibration function in the game **ON**/OFF.

Franchise

TRADE DEADLINE: Turns the Trade Deadline during a Franchise **ON**/OFF.

SALARY CAP: When **ON**, teams in a franchise must stay beneath the Salary Cap when trading players or signing free agents. When OFF, the sky is the limit.

In Game

PLAYER LOCK: (Defense only) When **ON**, the player that you select before the snap becomes the default player that you control at the start of each play. The default is **ON**.

AUTO SUBS: Turn the CPU assisted substitutions **ON**/OFF.

AUTO SUB OUT: Determines the energy level at which your players will be subbed out.

AUTO SUB IN: Determines the energy level at which your players will be subbed back into the game.

PLAY CALL MODE: Select NORMAL for the traditional play calling system or **Go To Guy** to choose plays based on a key player.

PASSING MODE: Select NORMAL for traditional button-based passing, or **QUICK** to simplify passing - you no longer need to press the × button again to bring up the passing symbols.

Memory Card (Saving, Loading, and Deleting)

Save or load files to / from your MEMORY CARD (8 MB) (for PlayStation 2).

Note: Never insert or remove a MEMORY CARD (8 MB) (for PlayStation 2) when loading or saving files.

Load

To load a file:

1. From the Main menu, select MEMORY CARDS to get to the Load/Save/Delete screen.
2. Highlight LOAD and press the × button.

- Press the **R1** button / **L1** button to change file types.
- Press the **R2** button / **L2** button to switch between MEMORY CARD slots.
- Press the ● button to delete a file from your card.

3. Highlight the file you wish to LOAD and press the × button.

Save

To save a file:

From the Main menu, select MEMORY CARD to get to the Load/Save/Delete screen. Highlight SAVE and press the × button.

- Press the **R1** button / **L1** button to change file types.
- Press Directional button **LEFT**/**RIGHT** to switch between MEMORY CARD slots.

3. Highlight the file you wish to SAVE and press the × button.
4. Enter the name of the file using the keyboard pop-up to complete the save.

   Note: If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.

Delete

To delete a file:

1. From the Main menu, select MEMORY CARD to get to the Load/Save/Delete screen.

- Press the **R1** button / **L1** button to change file types.
- Press the **R2** button / **L2** button to switch between MEMORY CARD slots.

2. Press the ● button to rename a file on your card.
3. Highlight the file you wish to DELETE and press the × button.

   Note: If a Roster, User Profile or Settings file is present on a MEMORY CARD (8 MB) (for PlayStation 2), it will be auto loaded during the initial load.

Inside EA SPORTS

Season Preview

Preview new releases from EA SPORTS.

Credits

See who's "In the Game" by viewing *Madden NFL 2001* credits.

Madden Bowl™

See who won the 2000 Madden Bowl.

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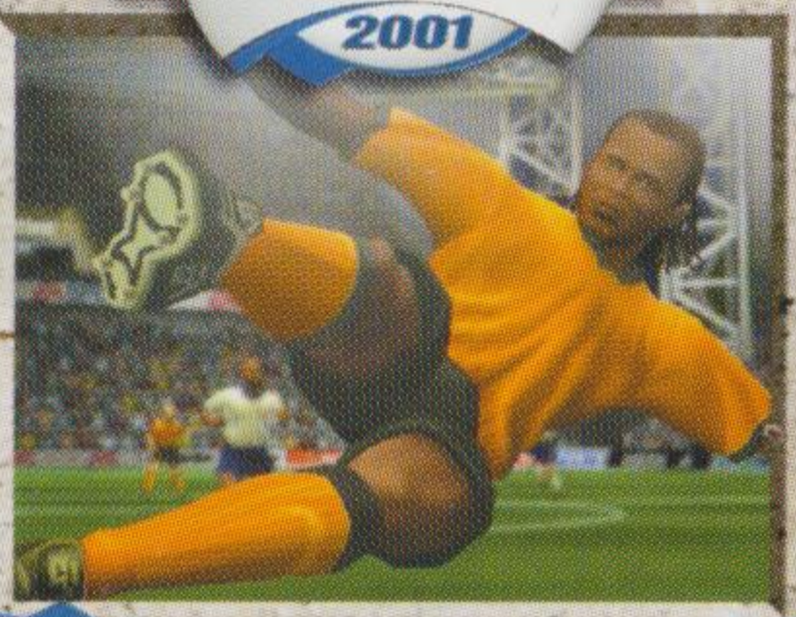

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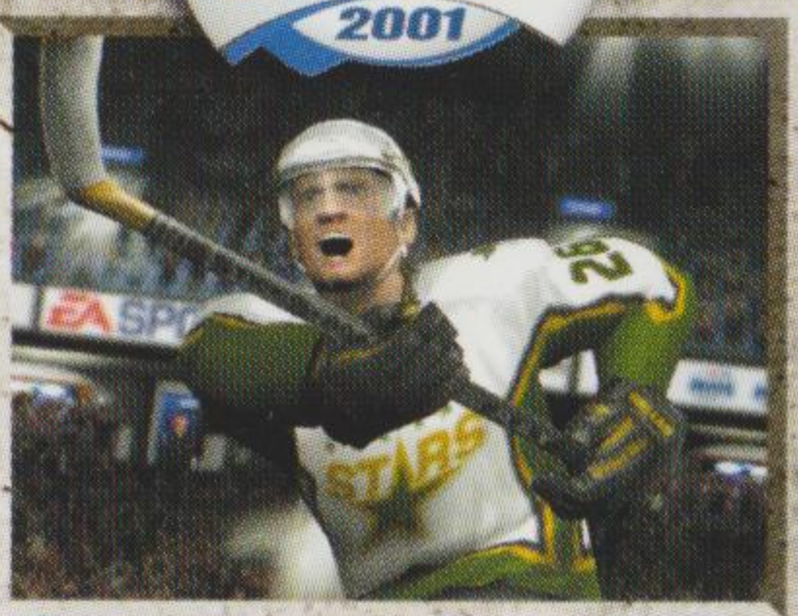

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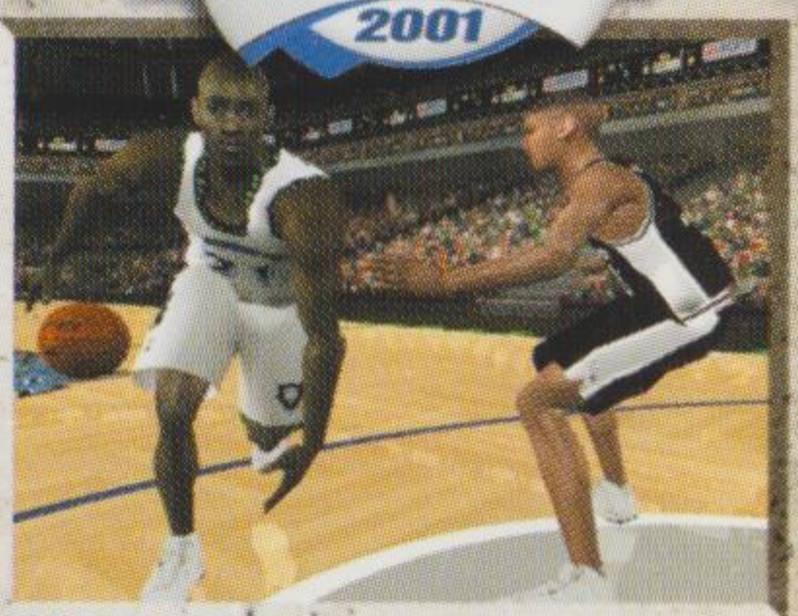

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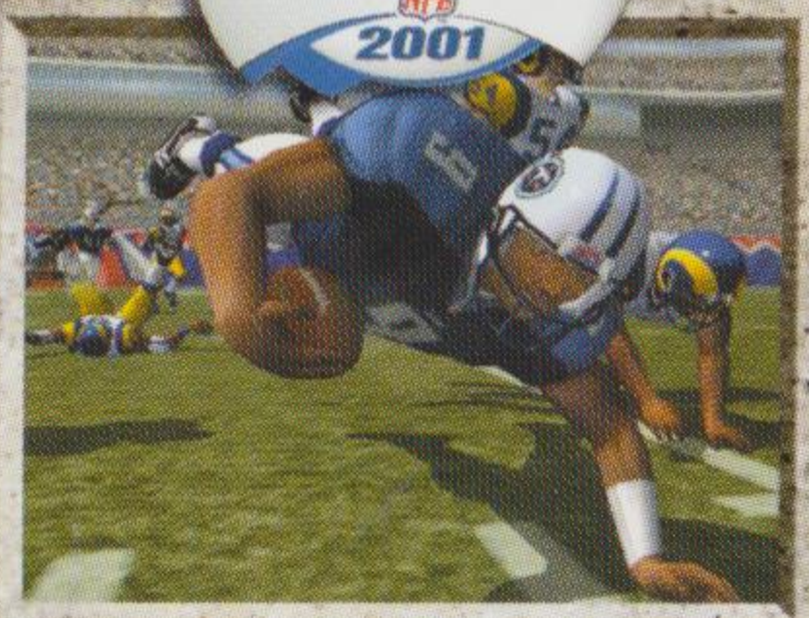

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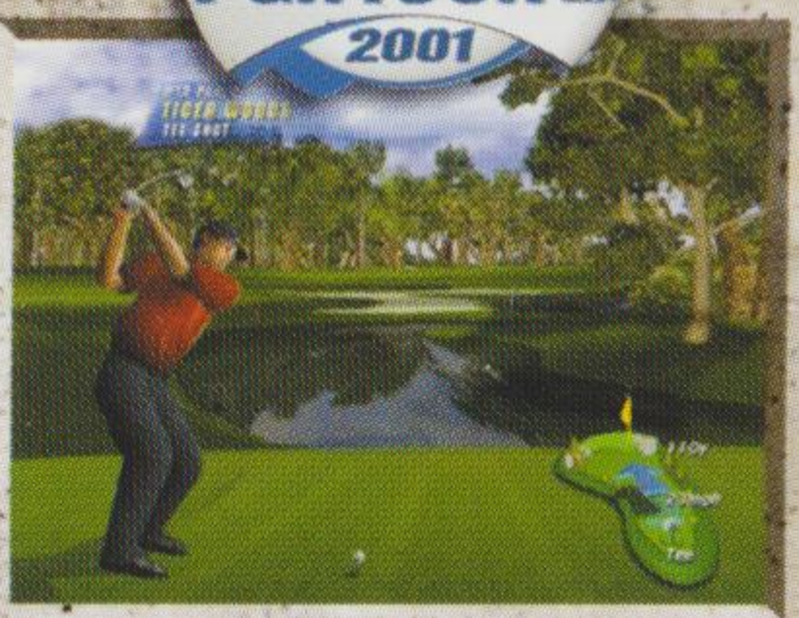

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